[The Cities of Cadiz and Salé]

A The Rapier Experience



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Appears to be historical fiction with ties to the gaming world.

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Andalucía



Andalucía is one of the most populated areas of Spain. The Andalusians are proud of their heritage as descendants to the Vandals. The Arabic and Muslim history can be seen everywhere, but is usually ignored. Many even strive for independence from the rest of Spain as the Catalans do. The centre of the area is Seville, prosperous of the trade to and from America, and the river *Guadalquivir* leading from the Gulf of Cadiz up to Seville is an *autobahn* for all traders in Europe.

In Seville the local parliament, *Cortes*, rule the region. The representatives are mainly old Noble families and rich merchants. The king needs the Cortes' support to levy new taxes.



Andalucía has many different landscapes. There is the fertile green valley of the river of Guadalquivir where several harvests of grain can be produced every year. There is also the mountain ranges of the *Baetic System* in eastern part of the area and *Sierra Morena* in central north. The *Sierra Morena* is the natural barrier to the rest of Spain – going from the west to the east. These mountain ranges is also dangerous, not only for its wild life, but also for bandits – the *monfi*. They are Muslim rebels that has remained in Andalucía even after the expulsion of (almost) all Moors.



It can be extremely hot and dry in the flat river lands, valleys and along the coastline. It is desert-like along the dunes of the Gulf of Cadiz. In the Mountains it's colder and it can even be snow there during the winter. Fast changes in weather is a dangerous phenomenon for travellers.

Travellers stay by the roads. The best ones leads to Seville from Huelva, Cadiz, Cordoba and Granada, but if you want to travel fast you use the Sea or the rivers (but look out for Corsairs!). Most roads are just trails and if you aren't local a guide is a good option. There are bridges, but only close to the major cities and many of these were built by the Romans.

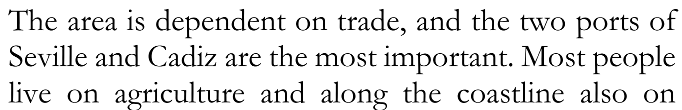
The flora and fauna is also varied. The mountain ranges have woodlands. There are mainly pines, but also Holly and Cork Oak,

poplars, aspens, and elms. Closer to the valleys there are planted olive and almond trees. The mountains undergrowth is full of thorny bushes and shrubs, and the smell of rosemary is everywhere.



The flat river lands are filled with small farms, large *haciendas*, and groves of fruit or olive trees, low walls around fields of rye, oat and wheat, plantations with grapes and strips with vegetables. There are large areas for cultivation with terraces and irrigation systems, but also large pastures for horses, cows, bulls and sheep. Most herdsmen take the sheep and goats up into the hills. Sheep and rabbits are probably the most common animal you will see on the countryside, except for stray dogs, but you can even spot flamingos and geese. If you go into the mountains you can see eagles and vultures. Deer are hunted in the mountains by men, wolves and lynx.





The area is dependent on trade, and the two ports of Seville and Cadiz are the most important. Most people live on agriculture and along the coastline also on fishing. There are also garrisons of soldiers in the region – for protection against Barbary Pirates, the Ottoman and English navies. Most villages have old walls or lie on hills, or even cliffs, or at rivers or streams. This has been an area of violence for a very long time. The villagers usually can protect themselves.



Cadiz

Cadiz is in Andalucía on the Atlantic side of Gibraltar, the old vandal region that was taken back from the Muslims (Moors) during the 13th Century. Now, 1625, the city of Cadiz is a prosperous place for trade and adventure. Cadiz and Seville are allowed to trade with America – which has made these to two cities rich, cosmopolitan and corrupt.

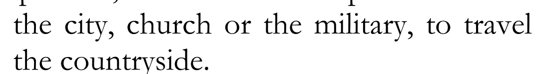


The city has three quarters, *barrios*, *San Juan* to the west, *Santa Maria* to north and *El Pópulo* to the south. The social differences are huge within the quarters, but San Juan is a generally a richer area and the two others even more dense and in those the many soldiers and sailors seek entertainment.

Seville is larger with about 60 000 inhabitants, and home of the *Treasure fleet*, but Cadiz reaches about 20 000. The city is very small, cramped on a tiny peninsula at the entrance to a large bay with a protected harbour, making it very densely populated. It seems like almost every house is a store, warehouse and a home.

The city is run by a council of aristocrats with a mayor. Two magistrates are responsible for keeping the peace in the city with the help of a court, constables, a prison and hangings. At the docks hanged pirates can be seen, but most executions are done just outside the city centre – close to the mills north of the city.

The royal representative in the city is responsible for the customs. It's a major income for the state, and a very lucrative for the taxman. The merchants smuggle and bribe to avoid the 20 % royal tax on goods. During the night most people avoid the streets, only light come from some houses with night-activities and some lanterns or candles at street corners. There is no curfew, but the constables will question anyone moving about during the night. You need permits, attained from a representative of



the city, church or the military, to travel the countryside.



The politics of Cadiz are divided between different interests. The main interests are those who wants to advance trade and merchandise, those who wants to battle the infidels or conquer more land, and those who want a status quo. The old aristocratic landowners, are very conservative and usually very suspicious of the merchants. Their money is in land and large *haciendas* and not in gambling with trade and interest-rates. They want more land, but no changes to their way of

living. These aristocrats are often supported by the old guilds, but many aristocrats are looking with envy on the great wealth earned in trade. The Church wants to battle infidels, within and without, the Inquisition is the tool, and supports the aristocrats' world-view. Wealth lies in land, but there is a split within the Church. Those who support slavery and those who oppose.

The merchants, ship-owners and bankers, many of these are foreigners, main interest is to gain more influence over the city. They feel that the old aristocrats (many of the traders are themselves aristocrats) use their influence to stop new-comers from advancing – politically and financially.

The military tries to be the neutral part as they rely on the Church, aristocrats and the traders. The main interest for the military is stability and good logistics and also the possibility of financial gains abroad (plunder and land). The royal representative wants the money to keep flowing into the tax-coffins, and civil unrest is bad for taxation. Old aristocrats' lands are harder to tax than trade.

Weather and Calendar

Cadiz is a hot city and exposed from the elements. It can be windy and if you are lucky there is a colder wind from the Atlantic. During the summer it can almost be unbearable in town. You need to be close to water and the shade. A *siesta* during the hottest hours are recommended.

	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
Average temp. day	16	17	19	21	24	28	32	32	30	25	20	16
Average temp. night	7	8	9	10	13	16	18	19	18	14	10	7
Average days with rain	15	13	12	10	7	5	1	2	4	10	13	14

The year follows the Gregorian calendar (the present calendar following the sun) and the liturgical year is basically divided into two parts (circles). The Christmas circle starts with Advent, Christmas follows, and then the next circle follows – Easter. It starts with a long period of Lent, then the Holy Week just before Easter itself. Easter is the most important religious holiday for Christians. Every Sunday is also dedicated to a specific Saint.

History



The two central historical events that affects Cadiz is; the *Reconquista* of Andalucía that still leaves its mark in conflicts and architecture; and the discovery of America.

Some Moors still hide in the area. After *The Second Rebellion of the Alpujarras*, 1568-1571, the Moorish population—that is, unconverted Moriscos—were expelled. But in each village two families of Moorish converts, called *mudéjars*, were allowed to remain in order to demonstrate to the new inhabitants, introduced from northern Spain, the workings

of the terracing and irrigation systems on which the district's agriculture depends.

Cadiz profits from the Spanish overseas empire, trade, finance and shipbuilding is thriving. During the Age of Exploration, the city experienced a renaissance. Christopher Columbus even sailed from Cádiz on his second and fourth voyages. The city of Seville is the home port of the Spanish treasure fleet, but Cadiz is allowed to trade with the Americas. Consequently, it has become a major target of Spain's enemies. The 16th century saw a series of failed raids by Barbary corsairs; the greater part of the old town was consumed in a major fire in 1569; and in April, 1587, a raid by the Englishman Francis Drake occupied the harbour for three days, capturing six ships, and destroyed 31 others.

The city suffered a still more serious attack in 1596, when it was captured by another English fleet, this time under the Earls of Essex and Nottingham. 32 Spanish ships were destroyed and the city was captured, looted and occupied for almost a month. Finally, when the royal authorities refused to pay a ransom demanded by the English for returning the city intact, they burned much of it before leaving with their booty.

In the beginning of 1625 most of the city has recovered from these attacks.

Architecture

The houses are small, two to four floors, and cramped together. What most would consider as a tiny alley is here a street. The alleys and streets are just packed dirt and not often cleaned. Still many throw their garbage and waste (even human) out through the small windows (most without glass – just painted shutters) and into the street. Most houses are painted with lime making them white or yellowish. Gates are often lavishly decorated and around entrances, windows and some walls a decorated with blue and white tiles painted with patterns of birds, dolphins and flowers or even historic or fictional events. Many of larger houses have courtyards (patios) with gardens and even towers. The courtyards usually have colonnades surrounding a garden with pools and running water. Usually the roofs are flat or with a slightly inclined tiled roof. You can also spot the Moorish heritage in some of the houses – for example tiles placed in geometric patterns. Another feature of Cadiz are the about a hundred towers rich merchants have built to be able to see ships entering or exiting the harbour and even spot enemies approaching.



Protection and the Law

The city is well protected – with modern walls, cannons and about 4000 veteran troops. Most of the troops have served in Flanders. They are needed as the English have attacked several times. During

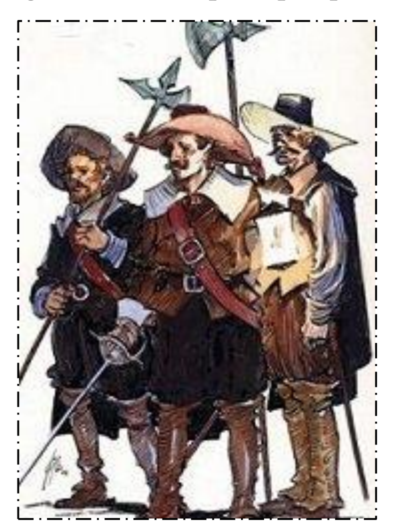
the last attack the cathedral was burnt down – and it's still in ruins. Barbary Pirates are always a threat and the area has 12 galleys and 14 galleons to protect Cadiz and the region, but also to go on the offensive with. The ships are *Marquis de Cropani* and *admiral Centeno Roque* responsibilities, but *Fernando Ponce de León Giron* is in charge of the troops. They also have to look out for bandits in the mountains, but mainly *los Hermanos* are trying to catch (and kill) them (after excessive torture). Many of the groups of bandits are so called *monfis*. They are Muslim rebels turned bandits.



The city-walls are modern stone and earth ramparts on southeast, west and east of the city. They are all 5 to 7 metres high and have several hornworks. There are no walls or ramparts towards the open area in northwest and towards the steep cliffs in the south. The open area's protection is the large *Castillo de Santa Catalina* and the rocky and treacherous shoreline, though there are some sandy beaches here. The ramparts are always manned by about 200 soldiers and guns are placed at strategic positions. The harbour's rampart is mainly of stone and from the sea's side 10 to 12 metres high. From the city's side this rampart is just one to two metres high. No one without permission is allowed onto the ramparts.

The two gates are manned by heavily armed guards, clerks and tax and custom officials. One gate leads into the city from the countryside and the other from the harbour.

In and around the city there are bandits, robbers, highwaymen, murderers, imposters and other criminals. The *barrios* have their own criminal groups. They compete over everything interesting to earn easy money on. It's mostly gaming (and cheating), burglaries, stealing, robberies, prostitution and smuggling. There also men that hire their sharp swords to hurt or even kill opponents, complaining customers, husbands, wives, lovers, and people in debt or moneylenders. The network of criminals goes from the poor pickpocket to the rich owner of a gaming house, tavern or a brothel. Bribes are common, but bounty-hunters are always looking for escaped convicts or people avoiding fines or prison. The Church offers sanctuary, but not to all criminals. If you have broken the Church's peace – they will force you out from their Holy grounds.



The Law and the criminals can be hard to separate. The constables hired to do the magistrates work are tough thugs. They usually carry sashes and batons to show their statues. The Church use the dreaded *familiares*. They are armed men, dressed in black, doing the dirty work of the Spanish Inquisition. The Law is dependent on the cooperation of the community. They only act on tips and accounts of witnesses. The priority of the magistrates are to protect the trade of the city. No harm should come to rich merchants and Nobles. The night-watchmen go around during the night with long sticks with hooks controlling that no fires have started.

Income

Trade is the main income for Cadiz. There are trading communities of Irish (sic!), Italian, *convertitos* (mostly former Muslims and Jews), Catalonian and Greek merchants. You can hear many different languages in the squares, taverns and inns of Cadiz; Spanish, Italian, Greek, French, English and even Arabic. The merchants bring tobacco, cotton, fruit and sugar (molasses) from America. And with the help of the Manila galleons even china and exotic spices from China and the Philippines. Silver and gold are brought to Seville, but slaves from Africa, mostly captured Muslim prisoners of war, are brought to the slave-market in Cadiz. Traders from Flanders bring cloth and even tulips. Traders from Venice and Genoa bring exotic goods from the east and expensive cloth, armour and weapons. Many traders work as agents for larger trading companies.

Old guilds play minor roles in Cadiz. Artisans, smiths, fishermen, butchers, dockworkers and bakers are organised in different guilds. There is also a local industry. At the docks there are two shipyards with dry-docks, now two ships are being repaired, and in the outskirts, towards the north and northwest, there is the city dairies, tanneries and dye-houses, small spinning mills and a small foundry. These industries stink and most people avoid the outskirts.



There are also markets for the locally produced salt, fish (a lot of tuna, fished with *almadraba*-method), olive oil, wine, sherry, meat (especially from the Black Iberian pig), and well-bred horses, sheep, goats and dogs. People eat fresh fish, soup, bread, cheese, ham and sausages. Some also fruit like oranges, pears, apples and other exotic fruits. They drink wine, ale or sherry. People usually avoid water. The rich eat elaborate dinners in their patios and even drink warm or cold chocolate and tea.

Culture and Entertainment

Culture is also thriving. The city has a theatre, but also smaller stages in rich homes. Poetry, music and plays are much appreciated. At the taverns and inns there are often dancing, poetry-readings or musicians playing. There are even some painters in town, and if you can afford it a portrait of a battle or maybe yourself is an appreciated cultural statement. To be able to be a patron for an artist is very prestigious.



In the city there are small printers and bookshops. The printers print mainly pamphlets, leaflets and posters with religious speculations, local news or information from the city's magistrates, court or council. On the walls of the houses you can see posters with nuns asking for alms, obituaries, bounties for wanted-men, poetry, adds, political satire, lost-and-founds (things and people) and declarations from the local decision-makers or the King. Books are expensive and valued possessions. Books read are of course the Bible, but also books with poetry, history, theology, philosophy and even some fiction. Local writers mainly sell pamphlets with news, satire and gossip.

Gaming houses and brothels are also common especially close to the docks. The more expensive establishments are in the city's western part, but every house there seem to have a shady backdoor. During holidays there are always horseraces (outside and within the walls of the city), bullfights in the *Plaza de Catedral* and cock-fights in the backstreets.

Religion

The people in Cadiz haven't forgotten about religion. You don't miss Mass on Sundays. Small churches are in every quarter, but there are also chapels in some richer homes. Convents from several orders also reside in the city. These often work with charity and to bring back Christians from slavery on the Barbary Coast. Only the Catholic faith is allowed and the Inquisition is looking for false converts or other blasphemous acts. There are also *familiares*, dressed in black with batons, working for the Inquisition in Cadiz.



The archbishop of Seville, *Luis Fernández de Cordoba*, is responsible for Cadiz, but the Dominican *Domingo Cano de Haro* is bishop of Cadiz and Cueta. Cueta is on the North African coast. The walls in most alleys are littered with pictures of saints, letters describing how God helped them, or *ex voto* (usually a picture of someone being saved from pirates or a sinking ship). Small shrines with sculpture of a saint, flowers, coins and rosaries can be found at many street corners. The patron saints of Cadiz are *Servandus* and *Cermandus*. Both are martyrs from the 4th Century, but only *Servandus* is buried in the cathedral. As the cathedral is in ruins the relics are moved to a secret place. The relics are bones in a bag within a large silver coffin. Blood of the ancient mythological *Santa Vittoria* is also idolised in Cadiz. A small glass jar with stains of blood is also stored at a secret place. *Santa Vittoria* is very important to soldiers and sailors in Cadiz and *San Servandus* is important for the old and sick. *Santa Vittoria* can bring Victory and *San Servandus* can bring good health.

The relics are brought out to public view during *Tosantos* (or *Todos los Santos* – All Saints' Day), celebrated on November 1st. During that day also statues of saints are paraded (the once above, but also the Madonna and other apostles) in a procession through the

city. Food is an important part of this celebration. Doughnuts, sweet potato, and nuts (mostly almonds and hazelnuts) are in abundance. Fruits (oranges, avocados, apples, olives) are sold in the markets and offered to the saints. Other popular holidays are of course Lent, Easter and Christmas, but there are many smaller holidays to different saints. Rich nobles or merchants also can have a public festival to celebrate an accomplishment.

Women, Love and Death

If you see women on the streets they probably aren't noble or rich. And if you see one she's probably covering her hair (and often also her face) with a mantilla or a cloak with a hood or covering her hair with a cap. Only unmarried women show their hair and only indecent women travel without a chaperon. Indecent women can easily be found close to the docks, but discreet lovers are harder to find. A decent woman can work if her husband, father or brother is close by or if she's a widow. Rich women don't work or walk – they are carried on palanquins by their servants or slaves or travel by carriage (when possible). Courting is done in the walled park, just west of the cemetery, outside the city. The women have chaperons and the courting men can meet them for short walks. During evenings some couple meet in secrecy here.

The cemetery is most eastern part of the city. Here you can find an old Moorish part and a Jewish part, and all are densely packed gravesites. The cemetery is not just filled with graves, but also a part of the park-area. It has low pines and lot flowers of poppy growing around the gravestones. Here you can find the poorest beggars, outcasts (often lunatics) and even lepers. Criminals use the cemetery as a place for storage of smuggled goods.

Strategic Important People

The persons below are well known characters of power (political, religiously, culturally) in Cadiz.



The 8th Duke of Medina Sidonia, aka Juan Manuel Pérez de Guzmán y Silva (born 7 January 1579), is a Grandee of Spain and the most important noble of Andalucía. His main estates are in and around the city of *Medina Sidonia* east of Cadiz, but he has property all over Spain and the Empire. He still has a small palacio in Cadiz (in 2:15) and Puerto de Santa Maria (in E4).

He was the son of *Alonso Pérez de Guzmán,* 7th Duke of Medina Sidonia, commander-in-chief of the Spanish Armada and *Ana de Silva y Mendoza*, daughter of *Ana de Mendoza*, princess of Éboli. He married in 1598, aged 19, *Juana de Sandoval*, daughter of the Duke of Lerma, a favourite of Philip III of Spain. He was promoted to *Knight of the Order of the Golden Fleece* in 1615 and the same year he became *8th Duke of Medina Sidonia.*

He's rarely in Cadiz, but when he's there he is the superior royal representative and for the *Cortes* of Andalucía. He then mostly inspect to troops, fortifications and the royal revenues. He's close to the king and is often at court or involved in a military operation.

He has aged quickly and used to the pressures and stress of a life full of responsibilities. Duty and his royal obligations are what drives him, but also the possible financial gains.



Maestro de campo (don) Fernando Ponce de León Giron has a long military experience and is an able soldier. He's a man with natural authority and his grey eyes' cold stare is famous. Even if he's aging he's a famous womaniser in the city. Many rumours of officers' wives and actresses are circling. The lavish feasts at *Castillo de Santa Catalina* are not just grand, but important political gatherings. As a politician he's lacking, he's more interested in the life of soldiering, but he knows that he needs the support of most in the community. He's part of the city's council, but rarely attends the meetings.

Sober he's cold, but drunk he can be arrogant and even dangerous. He's still a good swordfighter. A rumour about a duel with a captain most consider true. The captain took leave and went to the Colonies.

The Barbary Pirates he doesn't consider as Cadiz's main threat. He still holds a grudge against the English. His worst political enemy is Baron Pablo Ortega de Huelva, the leader of the *Santa Hermandad*. Both belong to the *Order of Santiago*, and the later demands military actions against the pirate cities. Don Fernando consider that foolish, but to show his strength he sometimes sends expeditions to punish smaller settlement across the strait.

Alcalde señor Adolfo de Cruz Neuvo was chosen to be mayor for his two abilities. He's easily bribed and isn't strongly connected to anyone. Some say he was the "choice of the weak", but recently he has shown himself as a good administrator. If someone is paying him to get something done – it usually happens and quite fast.



Most of his time is spent doing business. Trade, buying and selling property and lending money are the official business, but some say that smuggling of contraband is even more lucrative for the mayor.

When you meet him he is actually very agreeable. He's always interested in knowing what's brewing in the city and where the wind is blowing. He rely heavily on the Bishop (and some say that he's the "Bishop's Puppet"). He lives in a modest house in 1:5 (house B92).



Pedro "The Grey" Solos is the head of the constables in Cadiz. Many are corrupt in Cadiz, but not "The Grey". He has received the nickname from wearing a dark grey cloak – under it he's well-armed. He always carries a thick buff coat, a baton, two pistols, several daggers and a rapier. The criminals in the city hate him – and he hates them. Many believe he's avenging the death of his wife (and some believe he killed her himself).

With his other constables he patrols the streets and try to enforce the Law. He sometimes cooperate with the *familiares* and the *Hermanos*, but he consider himself their superior.

A common story is that he killed a corrupt politician at the "Two Roman Baths", and now several in the Council want to force the magistrates (they sit on the council too) to fire Solos. So far they don't dare. The alleys are dark even for these two. He has a group of constables that he rely on, but he is aware of that the rest take bribes. If he catch any – the constable usually disappears.

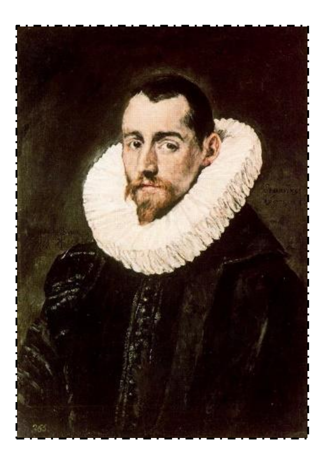
Talking to Solos is like talking to a wall. He can easily throw you in jail for a couple of days for a glare.

The bishop and Dominican Domingo Cano de Haro is the head of the Inquisition of Cadiz. He's very popular among the people, and many call him *Abuelo*, grandpa. It's not just that he's old, but most believe that he cares for the people's welfare. Drinking lots of wine, making dirty jokes and giving alms to the poor makes him even more popular.



Most consider him a skilled politician and banker. Many of the traders, merchants, aristocrats and politicians in Cadiz owes him money. He uses this ruthlessly for his purposes. He wants a "clean" Cadiz – every false convert must be found, but he also wants to control the political process. Every major decision in the city must be approved by the bishop and he's part of the city's council.

Strangely many don't connect the rogue-like *familiares* working for the Bishop – but the ones that has opposed the bishop know that the rooms for torture in cellars under his grand office isn't just for show. It is even said that he himself has partaken.



The royal taxman, Benigno Rojo y Rojas, is a quiet clerk that has advanced to the prestigious and influential place as the royal representative in Cadiz. His main job is to collect taxes, tolls and fees. He's a good administrator and a have strong sense of duty. His aim is to continue up the ladder – maybe even to the court at Madrid. For that he needs a good reputation, money and contacts. These aren't easily balanced – as it's hard to make everyone happy if you're the taxman.

His letters to the court are important for all in Cadiz, especially for the council and mayor. Rapports of corruption can affect all politicians in the city. Benigno is aware of this and he uses this threat often. Therefore it's also important for him that he knows what's happening everywhere. His many clerks learn a lot, but he also uses his wife and three beautiful daughters to get information. They mingle at all parties, and some evil-tongues even say that his oldest daughter has shared bed with

some of the most influential people in the city. He's one of the most active politicians at the city's council.



Governor of the prison don Juan-Pedro de Palermo is an old retired Captain with Italian origin, but you often see him parading around sitting on his grey Arab with his full armour. He's received his post as the governor of the prison as a gratitude for service done for the city and Spain. It's a quite profitable position – large incomes and small expenses. Most money ends up in his and his family's pockets. They invest it in trade with the Americas. He also acts as an agent for several foreign trade companies (some say even French and Dutch) and has made a small fortune.

He rarely spends any time at the prison, but at his large hacienda at the countryside. He loves bulls and bullfighting. When you see him he's always with a large entourage of different merchants. His only son act like his secretary and makes careful notes of all agreements.

A rumour says that he's the one providing money to the bishop, and some even say that the contacts in the criminal world makes him the true leader of Cadiz. His worst enemy is the royal taxman. He detests him, but always invites him to his dinners at his home. Appearance is important, but when both attend the council meetings (both are members) large verbal fights can erupt.



The head of the *Santa Hermandad* in Cadiz Baron Pablo Ortega de Huelva most consider as a religious fanatic, but he has built a strong organisation – much with his charm and devotion. The cause is to keep the countryside safe, eradicate all remaining Muslims and to support the spreading of the Catholic faith. He often seeks, and are denied, support from the *maestro de campo*, but he's persistent. Many see him as a lapdog for the bishop, but this isn't true. Both has similar goals, but act independently.

The baron is often at his different estates or travelling the countryside. He always brings several guards, but he can also protect himself. In his youth he took part in many dangerous operations. He's a veteran.

He has a large family and breeds dogs at his large estates in his pastime. He's is one of the largest slave-owners in Andalucía and most work on his fields and in with his herd of sheep and cattle. He doesn't belong to the city's council, but are often invited by the Bishop. His often religious arguments usually wins most discussions, but also the passive threat that he poses.

These men above are the top politicians of Cadiz, but the men and woman below are influential in their own way.



Cadiz have a **poet and painter** that they cherish. It's **Ignacio Ortiz**. His patron is the bishop, but recently they have had a falling out. He has now been evicted from the home the bishop paid for. He now lives at "The Old Moor". The rumour says that Ignacio was the writer to an indecent anonymous poem about a bishop trying to seduce girls and boys.

He is the lead writer to most of plays at the Theatre, and also sells paintings of ships and portraits. He's still often broke, and dependent on other people's charity. Much of his money is spent on alcohol, strange medicines to cure many of his imaginary illnesses, and to finance his disastrous love affairs (see Clara below). He often also end up in duels that he has to pay his way out of. When drunk he often attacks people he consider false or not to be true "Vandals".

He's though still often a favourite at many people's dinner table. He can often recite a, often satirical, poem or verse for the hosts. He's also good at bringing people together – he knows everyone. He lives in a small and shabby apartment in 2:10 (A68).



Herr Acker (first name unknown) is a Bavarian **ship-owner, trader, agent and intermediary** between different trade companies in Cadiz. He has since he established his business ten years ago been extremely successful. He arrived with a lot of capital, bought ships, got great deals with different traders, merchants and companies early on and is now one the richest in the city. He often work together with Venetian merchants and deal with exotic wares.

As he's not Andalusian, not even Spanish, and many detest him for that, and he's barred from the Council, but the old Cadiz merchant-family the Ortiz acts like his closest ally. The Ortiz-family was near bankruptcy when Herr Acker came in as a financier and turned the business around. They now, supposedly, act together as *Empresas comerciales y de navegación Ortiz A*. The *A* stands for Acker and he's really the one that is leading the company.

The man himself is a mystery. No one knows his history, but being good at bribery and making bonds with the right people is his strengths. He has strong connections with the bishop, the Council and some say also smugglers in the harbour. He's often at the Theatre, when not in his mansion's tower overlooking the Sea (2:10; A65).



The Italian spice dealer called Fabiano Greco and owner of "The Old Moor". The Greco family moved to Cadiz when Fabiano was just a youngster. His grandfather bought ships and "The Old Moor" and his father bought even more ships, but sold the inn. Two years ago the father died early and Fabiano took over the business – trading spices. He had to take large loans to buy out his two brothers shares and he also bought the inn back. The two brothers used their money to invest in ships and farms – and their business looks good. For Fabiano it's worse. He has taken loans from different banks, the bishop and also shady characters. Recently the loans have increased – mostly because of his and his family's lavish living and gambling. The best cloth, food, drink and the large house drains the coffins. His spice-trades is neglected and his three ships are leased to other companies. His old Venetian contacts has left him for his brothers.

He often attends the card-tables at "Lope's exit" and some say that he now has a large debt to certain criminal-leaders. These now eat and drink for free at the inn – and act like they own the establishment (some say that they already do!).

Fabiano is a family man, he adores his wife four sons and five daughters. He spends a lot of time with them, but even more in front of the mirror. He's almost fifty, but still looks young. Strange marks has appeared on his forehead – and some say it's the French Disease. His good looks and charm is still his great advantage. His credit is still good and the inn is thriving. He's often seen sitting beside the poet and painter Ignacio Ortiz at the inn drinking expensive wine.



The actress Clara ("The Virgin") is just 17 years old, but she's considered to be the Beauty of Cadiz. The rumours say that the Maestro de Campo and bishop are her "Beasts".

She had a poor upbringing – and many remember her begging outside the churches. After a mysterious trip to France she came back as an actress, and is now rich and even owns slaves. She lives the best apartment at the "The Swan" and is the favourite subject for the women (and men) around the wells in the city. Every Saturday the citizens come to see her act at the Theatre. Her charisma, dark almond-shaped eyes pierce many hearts. Some say she has eyes of *Cupid*.

Her love affairs are short and sometimes brutal. Several men has been hurt in duels fighting for her appreciation. A short and public affair with the poet and painter Ignacio Ortiz has left the community divided.



Balthasar Olguin aka. "The Biter" aka "Capo" is one of many criminal leaders in Cadiz. His gang of Andalusian youngsters, teens and old veterans specialise in "protection" and smuggling. He controls the harbour, but is increasing his influence in all of the *barrios* in the city. He can usually be found at a brothel, gambling at "Lope's exit", planning with his many friends in jail (he's not himself jailed) or "talking" to a captain at the harbour. He has made a small fortune, and even lends money to people that he then can control.

He's a dangerous man and has used his knife to reach his position. His enemies call him "The Biter" after he chewed a man's face off. Right now he's under pressure, and that makes him even more dangerous. The head constable *Pedro "The Grey" Solos* is always looking for reasons to incarcerate him. The use of fabricated evidence has been used, but so far bribes (and threats) to the magistrates has been able to keep him out of jail (except when he freely is in there). His temper is even worse now as the constables isn't his only problem. The rumour is the Barbary Pirates or *monfis* is infiltrating the city and the stability between rival criminal groups can be disturbed.



The Monfis-leader Abd al-Aziz aka Aziz aka José-Maria Abelardo is a mysterious character. Nobody knows if he's still alive. He has lived incognito in Cadiz, but most people that thinks he's alive believe that he's now hiding in the Mountains. Not much is known of him, but he's old (at least in his 60's), used to a doctor of Medicine and a respected citizen of Andalucía. Some say he belongs to an old Moorish noble family. Some say that he's now a pirate, and directs the Muslim bandits/rebels from Salé.

Baron Pablo Ortega de Huelva offers money for his capture.

Interesting places



- **Harbour:** The harbour is filled with ships and boats of all sizes. From galleons, galleys to small skiffs. There are ships of war, merchant ships and fishing boats. The larger ships anchor a bit out from the docks and those who don't want to or can't pay the dock fee anchor further into the bay close to the *Fort Puntal*. Ships line the docks and are anchored with ropes in large rings in the city's walls and around poles in the water. Two ships are in large dry-docks on the southern part of the docks being repaired.

  The docks are crowded day and night. If you are looking for work you come here. Most sailors sleep on the docks or on their ship after having drunk a bit too many glasses of wine at "The Old Moor". Fishing nets are hung up to dry against the city-walls. Goods are brought to or from the ships. Day-workers and slaves carry or roll sacks and barrels to the warehouses in town. The custom officials are always walking around looking for tax- and fee-evaders, but also for bribes. The air is heavy with the smell of fish (fishermen sell fish to merchants directly from their boats), sweat and exotic spices. You can enter the docks only from a passage in south part of the wall. It's heavily guarded with around ten harquebusiers. The docks and ships are lit with lanterns during night-time, and those are needed. Thieves try to steal from the sailors and the ships, but also stowaways (some are run-away-slaves) try to embark or disembark the ships.

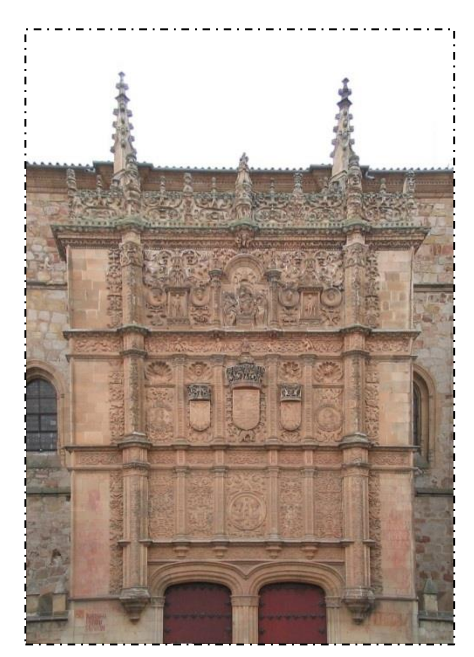
- **Customs House:** The house is a huge four-floor-limed-palace with a large courtyard. All windows are barred and heavy drapes hinder you from seeing anything inside. You enter it through a large gate that is two floors high and four metre wide. The gate, two large thick dark wooden doors, is guarded by about ten heavily armed guards and there are more inside. On the palace's south-east corner, there is a tower overlooking the harbour. The tower is decorated with blue and white tiles creating a beautiful geometric pattern. You can always see a clerk in the tower looking for newcomers or someone trying to leave harbour without passing through customs.



After passing through the gates you enter the courtyard. It's probably crowded, because here *maestres* and mariners meet to discuss ships, deals, weather, rumours and pirates and complain about the corrupt clerks. They all bring wine and sit on benches in the shade of the colonnade around the courtyard. There are three entrances here to the palace itself, but only one is open. There you can meet the front-clerk and register your ship for processing. The state officials work on the second and third floor collecting data about the tax and cargo for every ship. The fourth floor is the living courters for the state's official taxman, his wife and three beautiful daughters.

The tax and fees are also brought to the palace from the docks heavily guarded. The goods are stored on the first floor and in the cellar. Where the money ends up nobody knows except some guards and clerks. The customs house is only open only daytime, but the officials are always documenting, inspecting and scouting. Their aim is that not a single ship should leave or enter Cadiz without being taxed or levied with fees. The clerks are easily spotted. They are modestly dressed in dark colours and often *capotain* hats and with ink stains on their shirts and hands.

- **City Hall and Court:** Overlooking *Plaza de la Catedral* is City Hall and the Court (Magistrate). This is also where the city's constables reside. It's a four-floor palace made of red stones and its history is medieval. The outer façade is new made in the plateresque style. The focus of the decorations is to honour the old (and some new rich ones) noble families in Cadiz. Outside the two heavy gates, and a large staircase, petitioners wait. They all want to meet someone important in the city's council, administration or petition something at the city's two courts, but usually the guards stop them with their halberds. The two magistrates are busy with court-cases, legal sues and administrating the constables. All this are done on the two first floors and on the top two floors the city's council and administration is run. Clerks and servants attend the mayor's and council's needs and help with collecting taxes (local, regional and royal) to be distributed to the councillors' pockets, building projects (mostly for the city's protection) and to the city's hospital and poor. The council have representatives from the most influential noble families, rich merchants, guilds and the Church.



You can enter here if you are a constable (or have been arrested), have legal matters to attend to (maybe as a witness) or are invited. The trials aren't public.

- **Garrison and Castillo de Santa Catalina:** The main garrison is located east of the park and cemetery and south of *Puntal*. It's not a walled area and is spread over almost the whole peninsula. There are scattered adobe barracks and tents as far east as to the first salt basin. The soldiers live separate in their companies and *escuadras*, but most have their sleeping courters with their families in the city or on the countryside. Outside the cemetery's walls, to the east, most of the training and drills are done. South of *Puntal* there is also a small "Field of Mars" for inspection and disciplinary action of the troops. Of the 4000 men stationed around the bay of Cadiz about 500 are stationed at the main garrison. The rest are in the forts (for example *Fort Puntal*) around the bay, serving on galleys, scouting the countryside and drinking at inns in Cadiz.



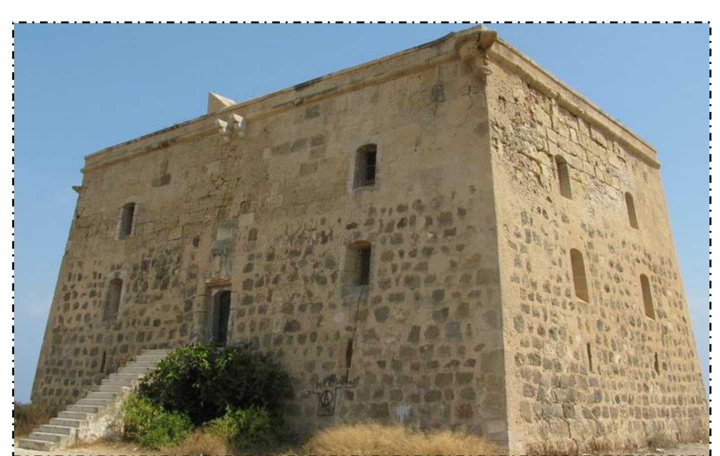
Many of the soldiers also work (part-time) – often to support their families that also live with them. The officers usually rent less modest places to live at. Most of the soldiers are pikemen, harquebusiers and to a lesser extent musketeers. There is also a small contingent of cavalry.

On the western coastline of the *barrio San Juan the* city's largest fort (castell) is located, the *Castillo de Santa Catalina*. It's fairly modern and is well armed with cannons of all sizes. It's the most important defensive position in Cadiz and always manned by at least 200 of the Tercio's best men. Here also the maestro de campo, *Fernando Ponce de León Giron,* reside with his staff. He is a womaniser and often seen at the brothels, and also an important figure in Cadiz. Merchants and politicians try to influence his decisions (bribes, favours etc.) to protect their interests. Large dinners are often staged for high officers and important people at the castell – and usually paid for by the guests themselves. His main goals are to strike against the Barbary Pirates and protect the city against English corsairs. The castell has also barracks, a well and storage for food, ammunition and other necessities. Prisoners of war are also kept in cells underground in the castell.



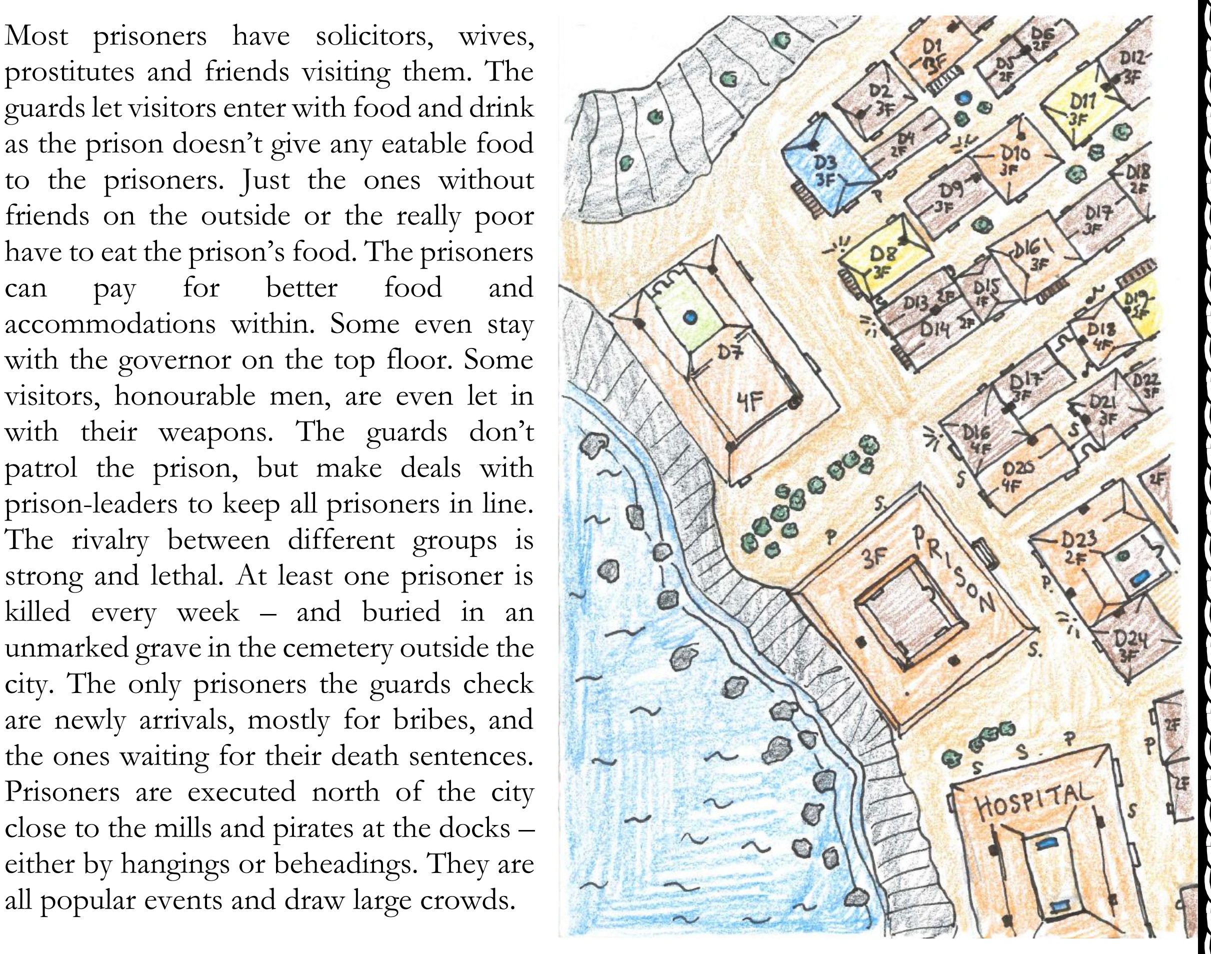
Often you can hear one or several cannons fire to alert, scare or warn an approaching ship. A war-galley will then approach the warned ship and in worst case board it, but most often just call of the alarm.

- **Prison (Carcél de Cadiz):** The prison is an old medieval three-story-building in the outskirts of the barrio *el Pópulo*. It doesn't border directly to a house and on its south-west side a cliff, about 8 metres deep, falling to the ocean is a clear boundary. The prison has a small courtyard and a deep cellar. The cellar is one large cell (!) for the most retched, escaped galley-slaves and dangerous prisoners and also Moorish prisoners-of-war. The worst of are even chained to the walls in the cellar. The first floor has quarters for the ten guards and eight cells for short-time-prisoners and prisoners mostly from Castile. The small courtyard is usually empty, except for mud and waste. The second floor is one large cell mostly for prisoners from Andalucía. The third floor has quarters for the governor of the prison and his administrators. Here also rich prisoners live in four nice apartments.



The prisoners move freely within the prison – except for the guards' quarters and the top floor. The guards only secure the gate into the prison. It's a gateway to the courtyard with on small outer and a large inner gate. All windows are bared. The guards are heavily armed, but are easily bribed.

Most prisoners have solicitors, wives, prostitutes and friends visiting them. The guards let visitors enter with food and drink as the prison doesn't give any eatable food to the prisoners. Just the ones without friends on the outside or the really poor have to eat the prison's food. The prisoners can pay for better food and accommodations within. Some even stay with the governor on the top floor. Some visitors, honourable men, are even let in with their weapons. The guards don't patrol the prison, but make deals with prison-leaders to keep all prisoners in line. The rivalry between different groups is strong and lethal. At least one prisoner is killed every week – and buried in an unmarked grave in the cemetery outside the city. The only prisoners the guards check are newly arrivals, mostly for bribes, and the ones waiting for their death sentences. Prisoners are executed north of the city close to the mills and pirates at the docks – either by hangings or beheadings. They are all popular events and draw large crowds.



The prison is crowded, about 200 prisoners and some also have family and visitors staying with them. Sometimes it can therefore be over 300 people in the prison. The prison's ten

guards naturally keep to the safety standing between the two gates. The governor and his four clerks enter only through the outer gate, and then have a separate staircase to the top floor. As the prisoners are paying for food and shelter it's quite profitable to be the governor or the prison, and rich prisoners even eat dinner with him. These rich prisoners are separated from the rest. The top floor's door can only be unlocked by the guards. If there are problems within the prison, or a prison-break, the governor calls in the army, the *Santa Hermandad* and the city's constables to find the escaped prisoner(s) or to clamp down any type of revolt.

Illness is common in prison. Typhus is the most lethal illness. To spend many months or years in the prison is a death sentence. Every week at least one of the poor and weak die of diseases.

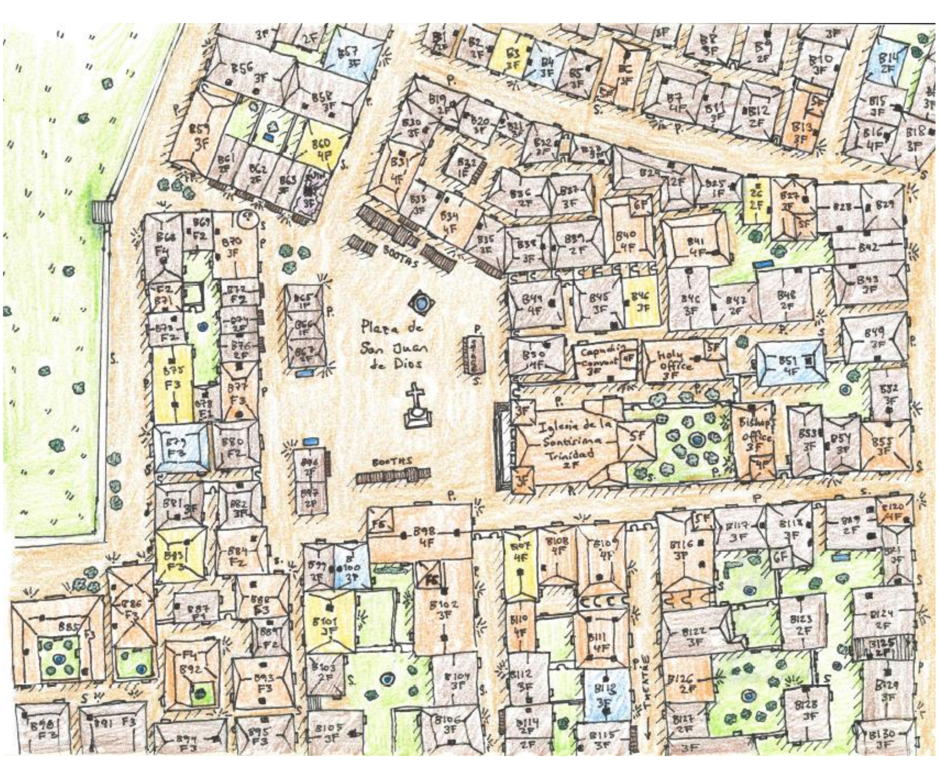
- **The church called Iglesia de la Santísima Trinidad**: As the cathedral is in ruins the main church is *Iglesia de la Santísima Trinidad*. It is located at the *Plaza de San Juan de Dios*. It's open all hours and there always priests, monks or deacons in the church. You can almost always come here to confess your sins. Every Sunday the bells call to Mass, but are also rung to call for people's attention in times of danger or joyous events.



During the night poor people sleep in niches outside the church, and beggars line the steps of the church during daytime. Behind the church, in a secluded courtyard surrounded by the offices of bishop, the Inquisition and convent of Capuchin monks, there is a sanctuary for criminals. They stay here sitting under the large oak trees and by the walls. A small fountain in the centre of courtyard provides water, and family, friends and salesmen provide food and other essentials to the criminals. Most leave during the night for mischief. If you break the canonical law the Church doesn't protect you any longer and if you don't seem to want to repent you can also be kicked out.

The bishop, the Dominican *Domingo Cano de Har,* reside in expensive offices here. He organizes the Church's work in the area, and is involved in the city's politics. He's also involved in trade and in buying back Christian slaves. His primary objective is to gain influence for the Church's cause through the city's council, but also making good economical deals with influential merchants. The Church is always a good bank to borrow from, but the rent is high and you better do what the Church tells you.

The bishop is also in charge over the Inquisition. In their office the area's *familiares* reside with several clerks and monks to help them do their work. The cellar of the Inquisition is the last place you want to end up in. The convent with the Capuchin monks is almost the opposite. They run a small hospital and a school for young boys. They live from rent from a couple of farms in the area, alms and their little garden.



The church itself is now the main church in Cadiz. The church has three rows of benches, the north for women, the middle one for men without noble blood and the south for noble men, but the three front sections are reserved to the rich and powerful in every of these three categories in the city. The bleachers are reserved for the poor. The massive red marble alter is said to have a hair of Saint James within. Above hangs a giant cross with the bleeding and dying Jesus and below Jesus a triptych with, from the left, *St. Cermandus*, the Madonna and *St. Vittoria*. The church has also four chapels, behind bars, within the church itself. The chapels are for the Madonna and *St. Vittoria* (north side) and *St. Cermandus* and *St. James* (south side). All four have their own alters, crosses and triptychs with different themes (birth of Jesus, Victory over the Moors, death of Martyrs and Christening of Spain). The church has also four booths for confession, an old stone font and a lot of candles, gold and silver chandeliers.

- **The two squares Plaza de la Catedral and Plaza de San Juan de Dios:** There are small squares almost in every quarter, and two large ones in the city. On Wednesdays and Saturdays there are local markets in the squares. They are usually specialized, following a calendar, in meat, fish, animals, spices or artisan products. These squares have also fountains and wells where the women get water. They are also places for gossip, and the rich and poor meet here to hear poetry and news, but also men and women come to flirt from a distance. The rich gossips sitting in their palanquins or carriages. If you want news you come to the squares (or to the customs house or inns). Everyone should look out for pickpockets in these areas and the fights that ends with a duel at the windmill *Santa Clara* usually start here.

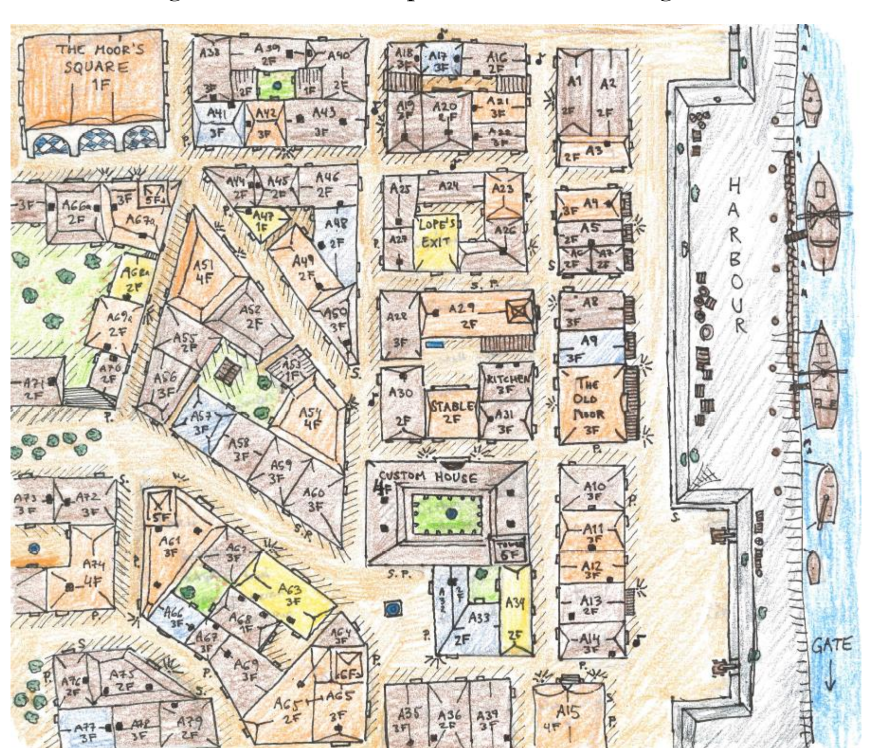
  These large squares are also sometimes, especially during holidays, the arena for events. Executions of some especially detested (or loved) criminals, bullfights and outdoor theatres and mystery-plays are popular. Not so popular are when the royal officials declare new laws or taxes from the steps of the *Iglesia de la Santísima Trinidad*.

- **All the towers:** All over the city there are towers. Every respectable merchant has a tower and the towers are two or three stores higher than the houses. The towers are over a hundred and have two purposes. The merchant use them to spot incoming ships and to show their status. The richest merchants decorate the towers with patterns, balconies and paint them (mostly in white).



  The towers are usually just manned with a young boy or a slave that rings a bell when spotting something interesting. Spotting a large fleet means that all the tower's bells will ring and usually will be accompanied by the Churches bells and the bells on ships in the harbour.

- **The slave-market "The Moor's Square":** The building is three arcades with colonnades as walls – all made of grey cold stone. The roof is made of red tiles. There are no proper walls on any sides (except for the pillars). In the first arcade the slaves are stored. They are chained to large iron rings in the floor and guarded well by the slave-owners. In the second slaves are brought forward for inspection, before being auction in the third arcade. The auctions are a very popular attraction, and many use it as time to scold at the enemy. Many have lost friends and family to pirates and use the slaves as targets for revenge. If the slaves behave badly they are whipped, chained to a pillar, or killed directly. The owners, usually mariners or officers, are in charge of the auction and security with in the slave-market.



  Most slaves are prisoners of war and very dangerous Moors or Mauritanians. They are sold to do hard labour in city's tanneries, granaries or harbour, but many also to large haciendas to work in the fields. Most end up as galley-slaves rowing themselves to death. At least once a month new slaves arrive, but most are sold directly to other cities in Spain or other parts of the Spanish Empire.

- **The famous inn "The Old Moor":** This large inn has three floors and is the most popular in Cadiz, especially for sailors and soldiers, and outside hangs a giant wooden *scimitar* as sign for the inn. The owner isn't a Moor, but an Italian spice dealer called Fabiano. The name derives from the building itself, it's an old Moorish bathhouse and still a large fountain is the centre of the first floor. The house is made of tiles and plaster, but the floors on all levels are made of greenish marble, with geometric patterns. The walls are all white, but decorated with swords, pikes, oars and slave-chains and lit up by large Moorish lanterns.

The first floor is a large dining area (the kitchen is in an adjacent house), divided in three parts. The luxuries one with low tables and red cushions to sit on are all located in alcoves further into the inn, the middle-range part is around the fountain where you sit around old round stone-tables, and the low-range part is at the entrance where you sit close to the six large open windows and the large gate on wooden benches at long-tables.

The service is good. Fabiano's four sons attend the rich customers and several Moorish slaves the rest. The food is specialised in making stews which are drunk with sherry, but you can order mostly anything.

The second and third floors have rooms to rent. The ones with balconies towards the harbour are the most luxuries, and the cheapest ones are the small ones are located on the top floor, but all rooms are expensive. Some sleep in the inn's stable located on an inner courtyard. At any given time there are at least 20 people in the inn eating, drinking, singing, reciting poetry, making deals, bragging or gossiping and most of the 18 rooms are occupied.

Popular guests are the members from the city's council, and the not so popular are the visiting *familiares*. At least two constables are always close to the inn. Fights and duels often break out between soldiers and sailors.

- **Gaming house "Lope's Exit":** Close to the inn there is a popular gaming house – outside hangs a small sign "Cheap Beer". It's located in a typical Cadiz house, but four floors high. The house is narrow and owned by a former soldier, Lope, and his reputation depends on being discreet. Here you can play dice or cards, but also bet on the cock-fights in the backyard. The first floor is a small inn, with just four long-tables and a kitchen and Lope's wife as a hostess. The second floor has four rooms that can be rented, but the more interesting things happen on the third floor. There you can gamble with high bets (Lope bribes the officials) at private tables behind red curtains. There are five tables and you have to know and pay Lope to be able to join a table. On the top floor Lope lives with his family (wife and three children) and here is also a storage for food and drink.

  The inn looks ordinary and cheap, but everything on the third floor is luxurious. Heavy dark wood, expensive silver candelabras, free wine and servants to attend (almost) every need.

  Cheating isn't recommended and many have disappeared or appeared floating in the bay after tampering with cards or dices. The servants and guest are always on the lookout for cheaters. Most people also know that the gaming house is controlled by dangerous criminals in the area. Most of what Lope earn he has to pay for protection.

- **Brothel "The Swan":** Close to the theatre "The King's Dream" and the bathhouse "Two Old Romans" the city's finest brothel lies. Here only the richest and most influential customers are allowed in. In Cadiz there are countless of prostitutes, both female and male. The poorest sell their goods in at the harbour or in the back-alleys, but most have a bed or a room in the many brothels. The brothels aren't illegal, and the church allow them as to avoid 'real' adultery, but the church frown upon the way the brothels do advertisements – yelling form windows, showing hair, bare legs, breast and more to attract customers and using obscene words.



The women (and men) are usually controlled or even owned by a male or female pimp. The pimps are always connected to the large criminal groups in the city. There are, as stated, also male prostitutes, and most of these are young boys hanging around the park during the night. Homosexuality is a crime that is severely punished. The local authorities and church are always looking for suspects of these practices (and some rich has paid a lot of bribes to avoid scandals).

Syphilis (known as the *French or Italian Disease*) are common among the prostitutes and the scabs of the illness can often be seen on foreheads and chests. Nicer establishments (as *the Swan*) always claim to be 'clean'.

You enter *The Swan* through an unmarked door – next door to an inn called "The Golden Goose". The guests usually arrive in carriages, often wearing masks and cloaks to avoid to detection, and many have just seen a play or visited the bathhouse. Many also bring their lovers here. Actresses from the theatre can often be found 'staying' at the Swan.

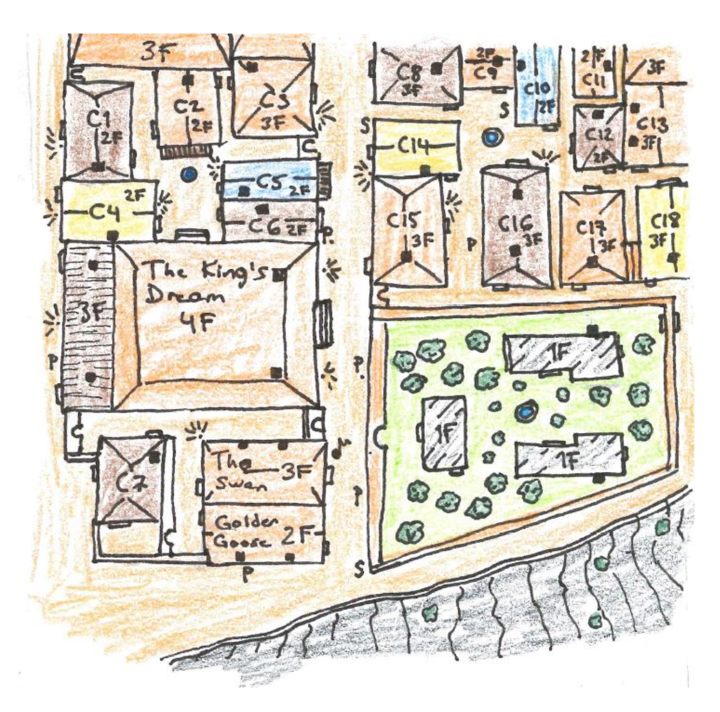
The house is modest from the outside and looks like an ordinary three-story residential home, but indoors it's very luxurious. The first floor is just a reception, with food and wine, attending slaves all dressed in a harem-fashion. Everybody sit on comfortable chairs or lie on soft pillows around low tables, silver candelabras and purple drapes closing often separate departments. The owner (pimp) known as "One-Eyed-Garcia" welcomes every guest after paying the entry fee. Then you are welcomed to watch pictures of girls and if you are a rich customer even talk to the girls (and guests) and enjoy food, wine and more (but everything is very expensive). The most expensive girls are young women from northern Europe.

In the back of the floor there are stair leading up, but behind the stairs the strong guards stay. No guests are allowed to make trouble. The two upper floors have a total of twelve private rooms. Most are rented by guests for months at a time. The women (and one man) live here, attended my slaves, and usually have just one customer during the period they are 'rented'. They don't receive any pay, but lavish gifts from their customers.

- **The theatre "The King's Dream":** This the largest and most popular theatre in the city. Most of the cultural life that matters to the rich and influential occur here. The main events are poetry readings and of course plays. Many just come to see the beautiful actresses, especially Clara ("The Virgin"; she's been called that since she played the Madonna very convincingly) who most men have fallen for. She receives lavish gifts, and there are many rumours who she is the lover to.

  The theatre is run by a company of actors, led by Pablo and his wife Juanita. They mostly put up religious mystery plays, so the clergy in city is happy. The couple detest Shakespeare, and sometimes they put up travesties of the English play-writers plays, but they also let local play-writers write stories about love, hate, greed and pirates. Every Saturday night there is a play, and some other nights, poetry, and here people from all social levels meet.

The theatre has four floors and a façade painted with two motives (*Commedia* and *Tragoedia*). There is also a balcony on the third floor where actors and actress can watch and shout at people queuing to enter. You enter a large vestibule with old statues. Here you can buy your ticket to enter the three different departments. The first is for the richest, they sit on chairs with velvet seats in the private balconies on a floor above the main theatre floor. Most of these places are already reserved. The other two are for the middleclass, front seats close to the stage, and at the back for the poor who has to stand up. The stage is large and has a beautiful curtain and advanced mechanics to work the scenery.



Behind the stage the actors and actresses prepare. Here is also where the rich and aristocratic mingle before and after the plays. Here men are seducing or seduced by actresses (or actors).

The public is hard to please and never silent. If it's a good play you will here is and if it's bad you will hear and see it (from the things thrown at the actors). The audience interacts during the play not only with each other, but also with the actors. They can shout "why did you do like that?" to the actors or even scream "Kiss/kill her/him!". Political discussions can interrupt plays and often someone wants to make declaration of importance during the break between acts. These can lead to turmoil. Constables are busy keeping order, and sometimes fights even end up on stage.

- **The bathhouse "Two Old Romans":** This is one of the oldest buildings in the city. Some say that this bathhouse is ancient, but most think it's Moorish. The bathhouse isn't really one house, but three houses, with a high wall around. The three houses stand in an overgrown garden with high grass, bushes, lemon and orange trees. Small paths leads up to a broken fountain in a small open area. Around the open area three houses lie. The first is a ruin, but part of the roof still lies on this one-story house. Inside there is rubble and garbage. It used to be a house for the bath's staff.

  The other house have each a hot and cold thermal baths. Now they are overgrown with lichen and empty of water. The walls inside and outside show signs of geometric patterns. Pillars are dividers inside the bathhouses. If you are small you can crawl into the basements of the houses. Here you can see, if you see well in the dark, the old ovens that heated the water.

  As the bathhouse is mostly ruined and destroyed it's closed for bathers (and the Church wouldn't accept it reopened), it's still an important meeting ground for people who wants to have secret political discussions. Here political opponents make compromises, here bribes are negotiated, and here criminals meet. Most consider the "Two Old Romans" neutral ground, but it's not unheard of that an assassin can lure in the shadows.

- **The windmill "Santa Clara":** There are several windmills in the open area to the northeast. This area is on the highest point of the peninsula. You would consider it to be peaceful place for bakers and farmers, but it's far from that. Dogs and rats run around everywhere. Garbage is hidden in the high dry grass and it's a foul place overall.



  The windmills attract their customers, but most people is not there to admire the view or to go to beach. Most are homeless poor people and refugees. They sleep in the open or in tents. Most are former soldiers who can't find work (many with disabilities) and young people who has taken refuge from their families' plans (marriage, violence or work). This is a breeding ground for crime. Some work in the dirty industries that lie in the outskirts of the city and next to this open area. The tanneries are the worse. The smell and social stigma is enormous to carry for the people working there.

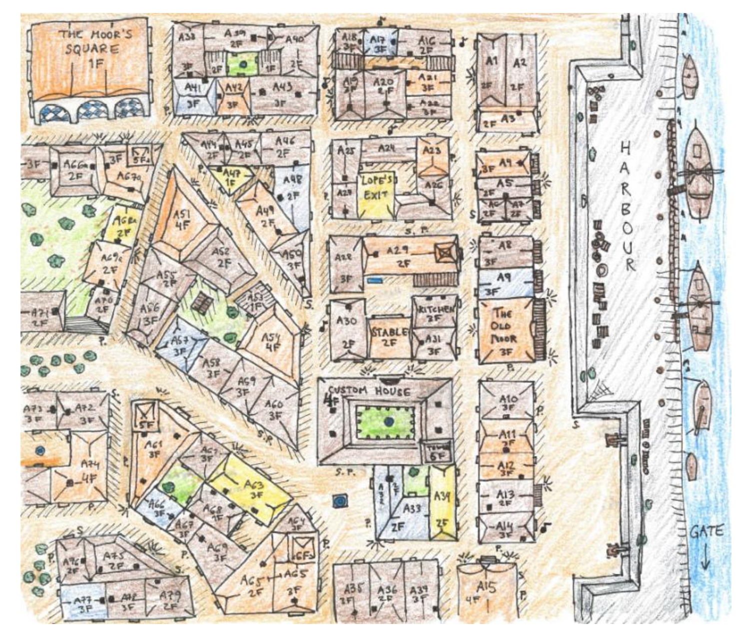
  At the largest windmill, called *Santa Clara*, there is a dusty gravel field. Here most duels take place. A common quote in Cadiz is: "What you can't settle at the 'Two Romans' you settle with Santa Clara". Most duels aren't deadly. Usually the opponent yields or are badly hurt. To kill someone that can't protect himself is considered as murder. Most duellists try to disarm each other. All duels are with the rapier and dagger. To carry armour isn't the way of a gentleman. The authorities try to stop the duels, and therefore most are during dawn or dusk. If constables come to the duel they will arrest the culprits and keep them in prison for a week (or shorter if fines/bribes are paid).

  This field of gravel is therefore often stained with blood. Not just from duels, but also from the common executions. Here people are hanged. A special carriage is brought to the field on which two men or women can be hanged. Beheadings are rare, but nobles can be shot against a ruined wall (part of an old ruined barrack, now with marks from bullets) close to the field which is considered more honourable. At the executions the whole town comes out to the field. Everyone wants to jeer or cheer the condemned men (or women). Usually the military are brought in to keep the order.

Cadiz in detail

The maps can be found in larger format in last chapter ("Maps").

The area around the Harbour



Most houses are modest with white plaster or made of lime-stones. The many inns and stores have large wooden signs or have painted on a wall strategic messages about what can be found inside. Many houses also have painted motives of ships, corsairs or saints – often in dramatic situations. An example is the large wall-painting on A60 (residential home) of a ship saved by the Madonna from Moorish Pirates. Everywhere there a posters with different messages.

Most streets are just dirt. This area reeks of sweet, beer, wine, vomits, and old fish; and in the background the soft breeze of the Sea. Cadiz' streets are dirty, but this is one of the dirtiest areas (except for the working and industrial areas). Dogs, cats and rats roam the streets. Every street corner has a beggar and here almost all is for sale. Sailors come here to sell "exclusive" wares their stole or bought over Seas (even from America). It can be parrots, snakes (dead and alive), gems, art (often wooden sculptures), spices and odd weapons. The specialities are of course alcohol, gambling and sex. It's an area full with cheap prostitutes that hang close to the many inns.

During daytime it's a pretty safe area with a lot of sailors and soldiers wasting money here. Officers are close to the Customs House and slavers work at the "The Moor's Square". Slaves are often on exhibition there. It's an area also famous for their many spies and criminals. The spies are looking for reports about movements of the troops, cargo and other valuable information. Most doesn't work for a foreign power, but for the many merchants living in Cadiz.

During night-time you should avoid this area. Rogues roam the streets looking for victims. Brawls between soldiers and sailors are common. Most constables avoid this area – or come in large groups heavily armed.

	Random events in this area
1	A men with tattoos all over his face try to sell a dead parrot to the adventurers.
2	A woman offers to make a tattoo on an adventurers arm for a small fee.
3	A dog pees on an adventurer.
4	A naval officer asks the adventurer if they are interested in buying a share into an expedition to the East Indies.
5	A clerk asks if the adventurers have seen the crew of a specific ship.
6	A wealthy men carried on a palanquin by four slaves asks the adventurers where he can find "a cheap whore".

The area around the Plaza de San Juan de Dios



Most houses in this area are large and expensive. They are painted white, but usually beautifully decorated with tiles and elaborate gates. The shops usually have nice discrete signs, and the booths around the square are clean and well-built. It's a prosperous area filled with merchants, politicians and solicitors. There are beggars here, but most of them sit on the stairs to the church. The rogues living in the sanctuary behind the church usually don't leave there are during daytime. Most days, and even more during Sundays, carriages fill the Square of rich people meeting to discuss business or just to look at each other. The usually let their horse or mule drawn carriages go from the ruined Cathedral to the square, to the Theatre and back again in a tour of the city.

Many walls have not just the usual posters, but also posters looking for business partners in different endeavours. Many look for investors in different grand schemes.

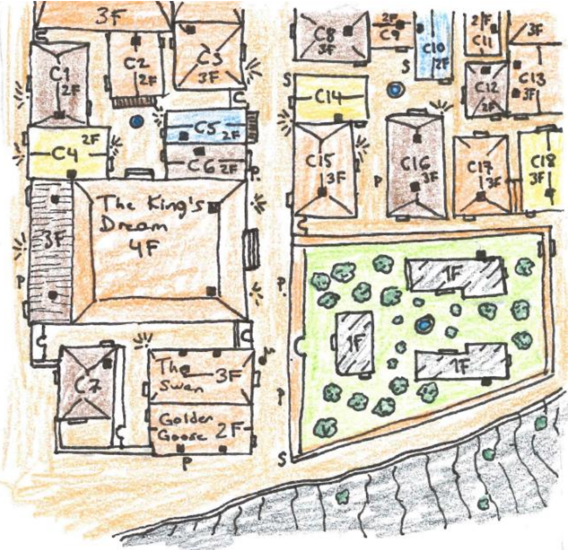
Most streets are just dirt, but pretty clean. The area scent is of food (depending on what's for sale in the square), spices, wine, and fresh fish; and in the background the soft breeze of the Sea. The specialities in the area is to meet and make a business deal. The booths usually sell vegetables, ham, bread, cheese and sausages – all locally made. Salesmen go around selling sugarcanes – not just to the many children in the area.

During daytime is a safe area so long you don't mess with the many well-dressed gentlemen that walk proudly up and down the streets. Many church officials have dealings in the area – especially as the Bishop's office is here. But look out for pick-pockets. They are many in this area with heavy purses.

During night-time the area is almost deserted. Rogues leave the sanctuary to roam the streets looking for victims, but usually go to the *Barrio Santa Maria*. Here constables patrol regularly.

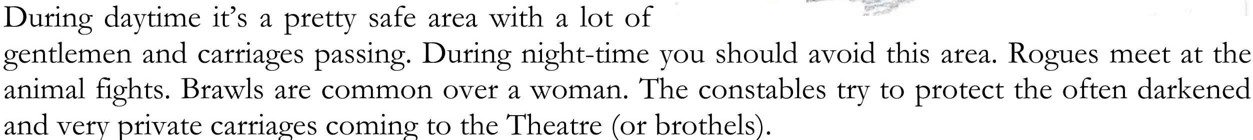
	Random events in this area
1	A solicitor offer his services. He claims that he can collect any debt or creating any such.
2	A veteran from Flanders without a leg tries to sell "cheap roasted nuts" to the adventurers.
3	A gentlemen bows low to one of the adventurer and calls him "Señor Gomez" then laughs.
4	Beautiful unmarried women sitting in an open carriage passes the adventurers slowly. They use their fans to attract attention.
5	A priest and an actor walks by engrossed in a heated debate over Judas' role in Jesus' crucifixion.
6	A constable asks for the adventurers' papers and a "small fee for friendship".

The area around the Theatre "The King's Dream"



Many walk or travel with carriages from the square to this area and then back. It's the street to be seen – most establishments are modest, but the Theatre is a popular meeting place. Almost every evening something happens there. The abandoned and ruined bath-houses are also a lure for many. During daytime to walk in the overgrown garden and during the night for secret meetings. This area is also famous for their expensive prostitutes.

In the back alleys here there are a lot gambling with animal fights (mostly dogs and roosters).



During daytime it's a pretty safe area with a lot of gentlemen and carriages passing. During night-time you should avoid this area. Rogues meet at the animal fights. Brawls are common over a woman. The constables try to protect the often darkened and very private carriages coming to the Theatre (or brothels).

	Random events in this area
1	A drunk actor starts singing badly and attracts a crowd.
2	A naked man is running down the street followed by his wife.
3	A carriage with a three cages on passes. All cages contain a fearsome dog.
4	A woman asks if an adventurer can help her home.
5	A child points at an adventurer and says "Bad man!".
6	An elderly lady asks if the adventurers can spare a maravedis.

The area around the prison "Carcél de Cadiz"



This is the edge of the poorest area of Cadiz. Most of the houses are in bad shape and many seem to be able to fall over at any moment. A contrast is the large mansion that is just beside the prison. Here live workers, the poor (that still can afford the rent), the sick (usually in the alleys) and many of the prison's wives. Outside the hospital people with all kinds of different affliction seems to be waiting. Many have large boils or bad coughs. Paintings of *ex voto* are common.

The inns and brothels are shady and usual full of rogues, the unemployed and the angry.

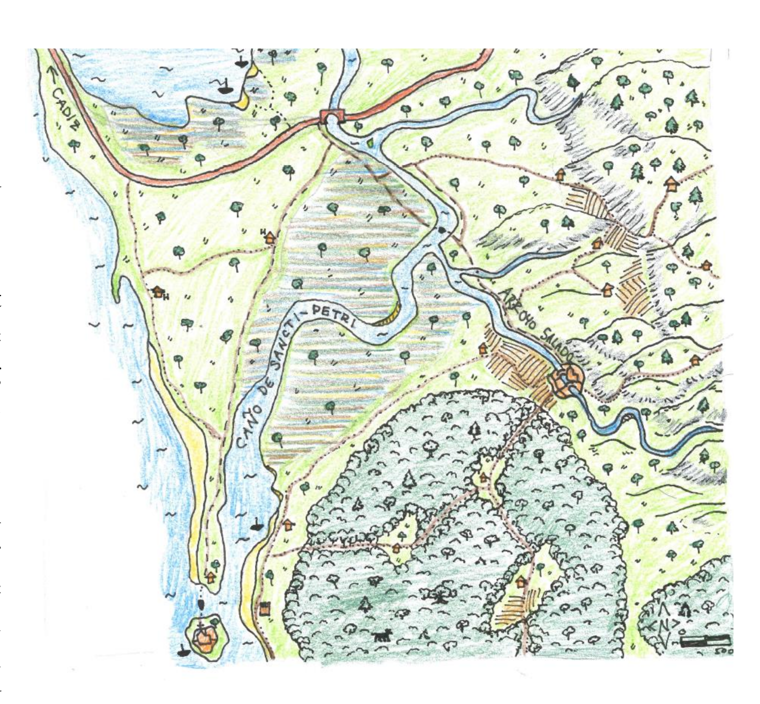
This area reeks of smoke, desperation and disease. The streets are dirty and dogs, cats and rats roam them. Every street corner has several beggars. Criminals are rampant and sometimes even recruited just leaving the prison. If you want your wife or husband murdered you look for an assassin here.

During daytime it's a pretty safe area with a lot of workers going to and from, but during night-time you should avoid this area. The poor and beggars protect their area from intruders.

	Random events in this area
1	A recruiter to the navy offers work to the strong (and poor).
2	A beggar shows his leg wound full with pus and asks for money.
3	A prostitute shows her breasts and wonders if you are ready.
4	A group of men carrying a dead cow passes.
5	A child asks if he can carry one of the adventurers bag for a small fee – and then runs off.
6	A man asks for work. "I can do anything".

Surrounding area and Cities

South of Cadiz and the city Chiclana



The main road going towards Seville is the main land route. It's even partly paved and the bridge leading over the river is an old Roman bridge about 30 metres long. The river isn't deep, but skiffs and boats can easily travel it. The marshlands towards the south along the river is mostly deserted (some hunters enter it).

In the grasslands there are several haciendas, which are more like larger villages around a mansion. Most are used for breeding horses and cattle. In the hills to the east there are small farming communities, which mostly live on breeding sheep and producing olive oil and wine.

The forest area also contain small villages, which live from hunting and selling timber. There is an old ruined medieval fort (of stone) to the west of the forest. It mostly serve as a meeting ground for young lovers.

On the island of *Sancti Petri* a military fortress is under construction, that uses the old Medieval Monastery is its foundations. Monks and nuns still live on the island.

Chiclana is surrounded by small farms and is a thriving farming city. It's a hub for farmers that sell goods in Cadiz. It's also a summer resort for some of the rich families in Cadiz. It's also a base for the local criminals on the countryside and lately it has had a lot of violence between gangs.

East of Cadiz, the Trocadero and the city Puerto Real



In the east side of Cadiz' is a large marsh, more or less a swamp, but here lies also important industry – the many manmade salt-basins. Water from the Sea is brought into the basins by small canals, and then shut off. The water evaporates in the heat. Most of the salt is sold locally. In the marsh lies two larger villages, which has specialised in producing salt.

The city of Puerto Real is after Cadiz the largest buyer of salt in the area. It's needed for the many fishing industry that emanates from the city and from the marsh-island of Trocadero. Puerto Real lives ship-building and from the large agricultural area just to the north. The farmers there mostly produce grain and also have pigs (in the woods).

Close to the Trocadero is an important fort – guarding the area from Barbary Pirates. There have been several small attacks from pirates here lately. The large dunes in the northern beach-area is used for many poor merchants to deliver their small cargos, but also to smuggle goods (avoiding customs).

North of Cadiz and the city of Puerto de Santa Maria



The city of Puerto de Santa Maria is the centre for the navy's galleys. So this is also one of biggest slave-buyers in the area. Most galley-slaves are POW or criminals and detained along the harbour of the city.

The city has also become an important city for local aristocracy. Here they have mansions and there are several large *haciendas* in the area. There not many small farms here, instead large farms where slaves work with tending the goats and the large orchards in the area.

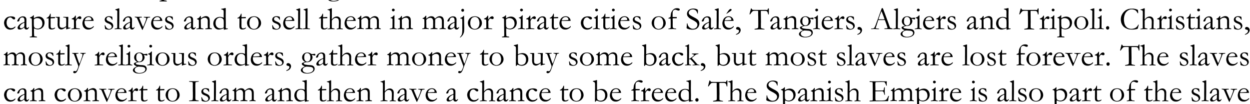
Barbary Pirates



The Barbary Pirates reside along the Barbary Coast, also known as the Barbary States. The states are four, Morocco, Algiers, Tripoli and Tunis. The latter three are vassal states to the Ottoman Empire and are governed by *pashas*. Morocco is dependent of the Ottomans, but not a vassal state. Morocco is in turmoil, a civil war rages within the *Saadi* dynasty. The death of the ruler sultan *Ahmad al-Masur* has led to a succession-war between his three sons. *Zidan al-Nisar* is the son claiming the throne and he calls himself the Sultan of Morocco, but warlords in the north and south controls these areas. The Sultan has also lost parts of Morocco to Spain, and has even negotiated a treaty of friendship with the Spanish enemy the United Provinces.



The name Barbary derives from the Berber people in the area, but today the main language is Arabic and much of the cultural influence comes from the Ottomans and Egypt. The religion is Islam, which has a positive view in taking non-Muslims as slaves. In the conflict with the Christian Spain taking slaves is a weapon and a trade. The slaves are needed as labour, oarsmen on galleys and as sex-slaves. The pirates even go as far north as Iceland to capture slaves and to sell them in major pirate cities of Salé, Tangiers, Algiers and Tripoli. Christians, mostly religious orders, gather money to buy some back, but most slaves are lost forever. The slaves can convert to Islam and then have a chance to be freed. The Spanish Empire is also part of the slave trade, capturing prisoners of war, and making them slaves. The conflict between the four states and Spain is constant, but low in intensity.



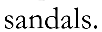


Now the most dangerous pirate is a Dutch convert, *Janszoon van Haarlem*, but now known as *Murat Reis the younger*. He leads the *Salé rovers* and is also the leader, Grand Admiral, of the twin cities of Salé and Rabat. The cities are semi-independent from the rest of Morocco and thrive on piracy.

The pirates' tactics are similar to the Vikings. They attack soft targets, unprotected ships and villages. They use false flags to approach the target, or try to scare the target to submission with brutal force. They enter fast and depart quickly with their fast galleys that can travel close to the shore. Lately the galleys have become more unpopular and larger sailing ships are preferred in a new tactic to attack larger merchant-ships and even the *Spanish Treasure fleet.*

The pirates' ships vary; from large galleys and *polacres* to small vessels. The vessels can be heavily armed with cannons and swivel guns. The pirates are loosely organised, but *Murat Reis the younger* is very influential.

The equipment of the pirates varies. There is no uniform appearance. Compare the two pictures above with the heavily armed soldiers below. Even if these are Arabic, Egyptian and Turkish the equipment are quite similar to that what a heavily armed pirate would carry and wear. Most pirates can't afford or would be too burdened by carrying that much and prefer, as the pictures above show, lighter clothes and weapons. Primary weapons are scimitars, daggers, spears, axes, pistols, harquebuses and rifles. Popular are short richly decorated jackets or vests, large so called "harem pants", cloaks, turbans and sandals.







Morocco

Morocco is during this period in upheaval. There is a civil war between the sultan, his brothers, pirate-leaders and different warlords. It's a confusing battle where alliances keep shifting and your allied can be your enemy the next day. It's also an opportune time for people with influence, money, arms and support. The pirates have all four of these components.

The main cities are Marrakesh (where the sultan reigns), Casablanca, Rabat, Salé, and Tangier. These are all centres for trade and local commerce. Some smaller cities are similar to walled forts, *Kasbahs.* Most cities are walled in a similar fashion.

Many warlords don't rely on support from the cities but from strong tribes in the Atlas Mountains or in fertile coastal and river lands. Many tribes are still semi-nomadic, going from oasis to oasis depending on season and opportunities.



The coastlines are the most populated areas. Here the fertile lands, but also the rivers, streaming with cold water from the Atlas Mountains, attracts farmers and herders. The farmers use all the water they possibly can find through irrigation and making terraces and live in small villages. Grain is the most common crop, but don't be alarmed if they also grow cannabis. That is commonly used as medicine.

The areas between the coast, rivers, and mountains are dry and hot. These areas can better be described as semi-deserts or steppes. Thorny shrubs and isolated trees is the dominating features, but at natural wells, oasis, there are small villages dependent mostly on herding goats and sheep. Most roads follow the coastline, and most use caravans to travel inland. There are few roads to follow, most are smaller caravan-trails. Still, the best transportation is to go by Sea.

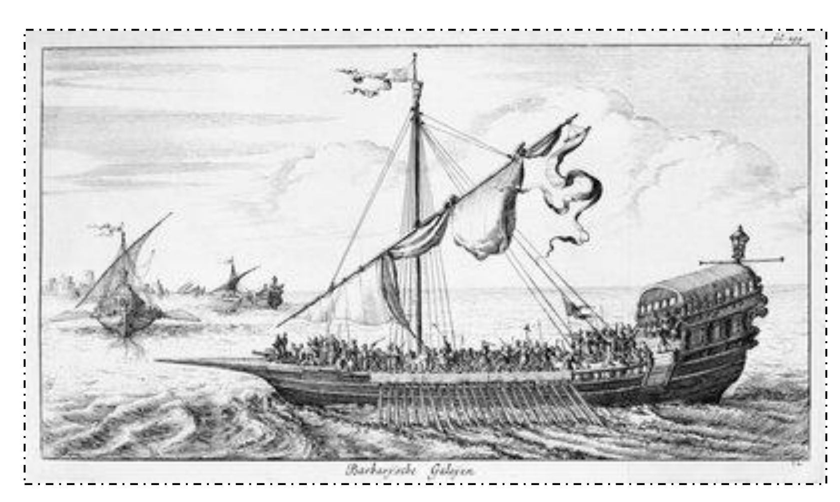


In the Atlas Mountain old Berber tribes reside. Many still live from hunting, but most from herding. The Mountain range is high, rocky and isolated. Going up into the Mountains the landscape shifts from a dry steppe to pine and cedar woods where rain often fall during the winter. It can even be snow on higher altitude. Small springs form larger rivers down in the valleys. The herdsmen are experienced fighters and hunters. They protect their herds from lions (!), other tribes and when it's off-season rob travellers or become pirates.

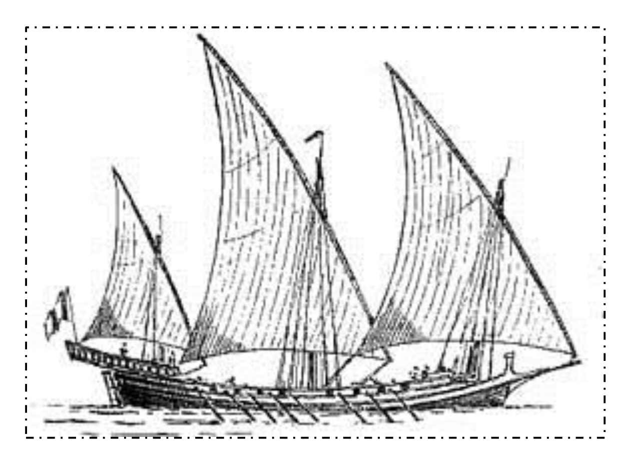
South and East of the Atlas Mountains the desert Sahara begins. Dunes of sands can also be found north and west of the Atlas

Mountain range. The summers are usually so hot that the steppes become desert-like. If you travel, especially during the summer, you need to be close to water.

The Ships the Pirates use



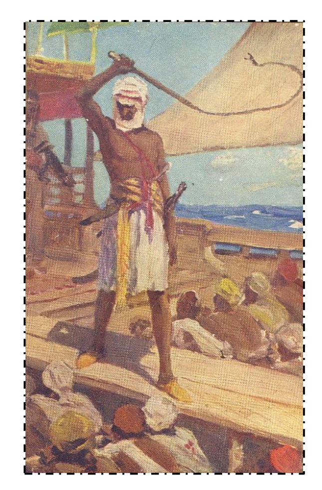
The galley is mainly propelled by the oarsmen, but also by one large or several smaller sails. The galleys are the war- and trade ships of the Mediterranean Sea, especially where ships with deeper drafts can't manoeuvre and the galleys weren't dependent on wind. Goods are stored on deck or below the oarsmen's deck. When armed the galley carries heavy guns in its stern and lighter guns in the forecastle, but also armed with swivel guns on the gunwales. The galley isn't a ship with artillery, but a boarding ship with artillery support. The galley could also ram the enemy-ship. The galley is the largest of the ships below rowed with oars, but the types below is more common as they are cheaper, didn't heavily rely on manpower and is sometimes even faster.



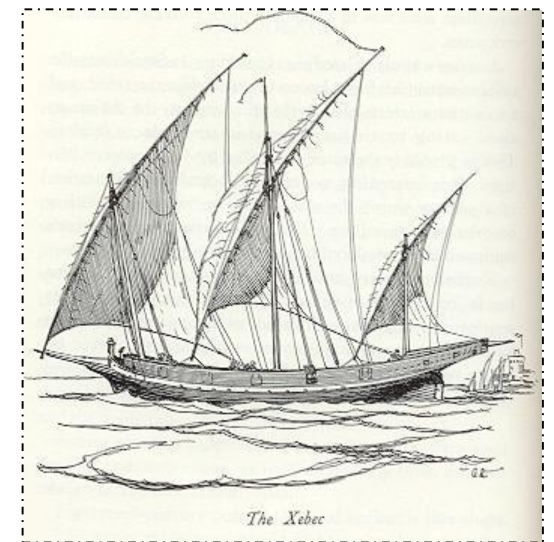
	Benches (2 oars/bench)	*Men per oar*
Galley	24 to 28	4 to 5
Galleot	17 - 23	2-3
Brigantine	6 – 16	1
Frigate	6 – 12	1
Fellucca	3-5	1

Some of the types above lost their oarsmen later.

Barbary pirates (or corsairs) could have all types above, but preferred the smaller and faster. They need to be able catch up to ships with cargo and go close to shore to attack villages (or even cities).



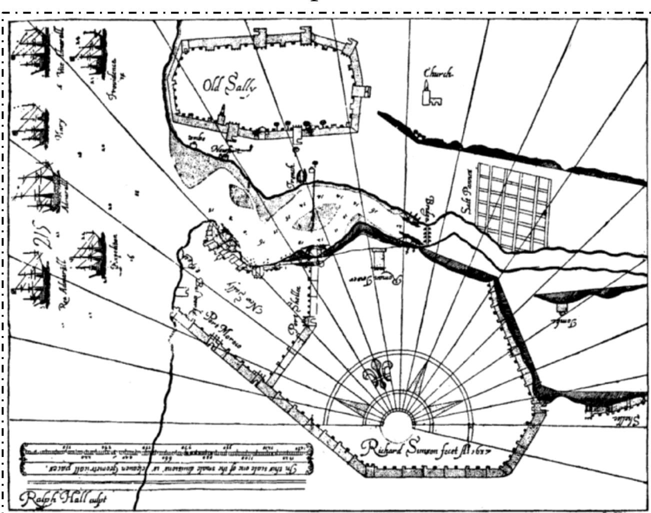
The oarsmen on the galleys, both Spanish and African, are slaves and prisoners of war or of crime. Rarely people volunteer to be oarsmen on a galley as it's a death sentence. Few survived more than a couple of years on a galley. The oarsmen are chained to their place and they row sitting or standing. Usually a drummer and a slaver set the pace for the men rowing. It could be brutal – whips are used to 'push' the oarsmen. They are also fed badly and many die at their bench. The oarsmen usually rest when the wind is good. Soldiers and other crew (free men) avoid the oarsmen. They can be dangerous criminals – vengeful and desperate, but also prisoners of war waiting on chance to overtake the galley.


The Xebec

On the Mediterranean Sea sailing ships are becoming more and more prominent. The galleon, but also the *xebec* and *polacre* (or *polacca*), sail the waters.

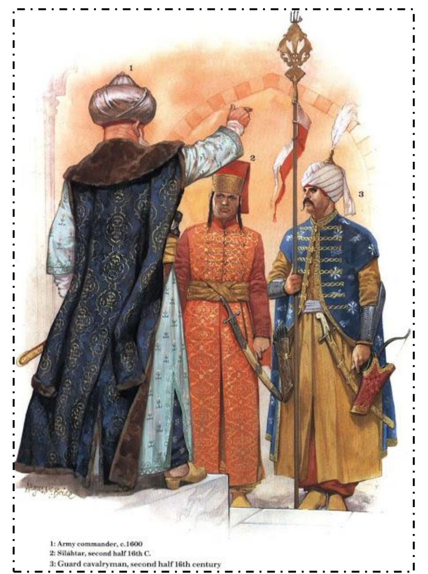
Salé

Salé and Rabat are twin cities. The river of *Abou Regreg* separates the twins. A bridge of 40 metres connects them. Both cities are walled and quite large space inside the walls is often empty – or filled with tents from soldiers/pirates or local nomads.



Both cities have gained influence after more than 10 000 *Moriscos* (also called Andalusian) came to the cities. They had been forced to leave Spain during the expulsions of all Muslims 1609 to 1614. Many of these former Spanish inhabitants are now involved in piracy. Many are driven by vengeance upon their old country and also have valuable knowledge of the local conditions.

There is about 5 000 free Muslim inhabitants in Salé and almost double in Rabat. In Salé there are also about 2 000 slaves and a small Jewish and Christian community of about 100 people each. Non-Muslims have to pay an extra religious tax and can't be a part of the rule of the city. Most of the inhabitants here are *Moriscos* or Berber, but there are some Mauritanians, Arabs, Turks and even some other Europeans converts to Islam (usually former slaves turned pirates). The language spoken here by the *hornacheros* (natives) is a dialect of Arabic, but to minor extent also Berber languages and Turkish. Many of the *Moriscos* know only Spanish – and Spanish act like a *lingua franca* in the whole of Salé.



The social inequality is huge in Salé and Rabat. On the bottom we have slaves and non-Muslims (though some of later can be rich) and in the extreme top the pirate captains and rich merchants and slave-owners. They can have their own harems and small palaces with gardens and fountains. See the picture to the left to view the clothing of the rich in Salé.

The politics of Salé can seem confusing for an outsider. You have all these different pirate-captains, different families, clans and tribes, and also the sultan as the head of the hierarchy. You must to understand the politics divide all in to different factions, those who support the sultan and those who don't. Those who follow the Grand Admiral and those who don't. Those who belong to a tribe, clan and family and those who don't. For most the family, clan and tribe is the first loyalty, then the loyalty to the sultan, pirate-captains and Grand Admiral can vary. Right now most in Salé support his or her tribe, the sultan and the Grand Admiral, but there are always those who want his (or her) captain to rule the pirates or his or her chieftain or warlord to reign over the region or even the whole of Morocco.

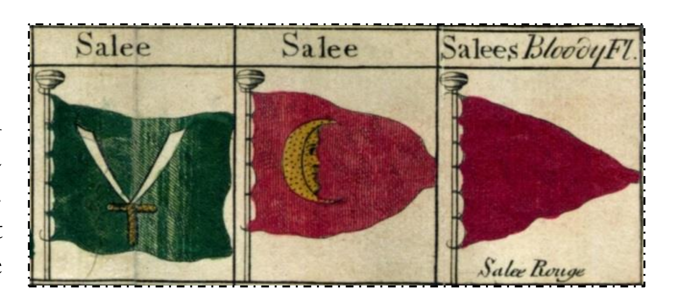
Weather and Calendar

From the Atlantic comes a cold breeze, but it's hot in Salé. It's even hotter if you travel further inland, until the Atlas Mountains where it gets colder again. The coastline is quite fertile and during winter it rains, but the rest of the year the rain is mostly a drizzle. When the wind comes from the south it brings the Saharan heat and even the Saharan sand.

	1	2	3	4	5	6	7	8	9	10	11	12
Average temp. day	16	17	19	21	24	28	32	32	30	25	20	16
Average temp. night	7	8	9	10	13	16	18	19	18	14	10	7
Average days with rain	15	13	12	10	7	5	1	2	4	10	13	14

The Islamic calendar differ from the Christian Gregorian Calendar. It's lunar based, and every month is about 29 days long. The religious holidays therefore move if you compare with a calendar that follows the sun. The most important holidays is the *Ramadan*, fasting when the sun is up, and the end of the last month – which is the month for the pilgrimage to Mekka (*Hajj*).

History

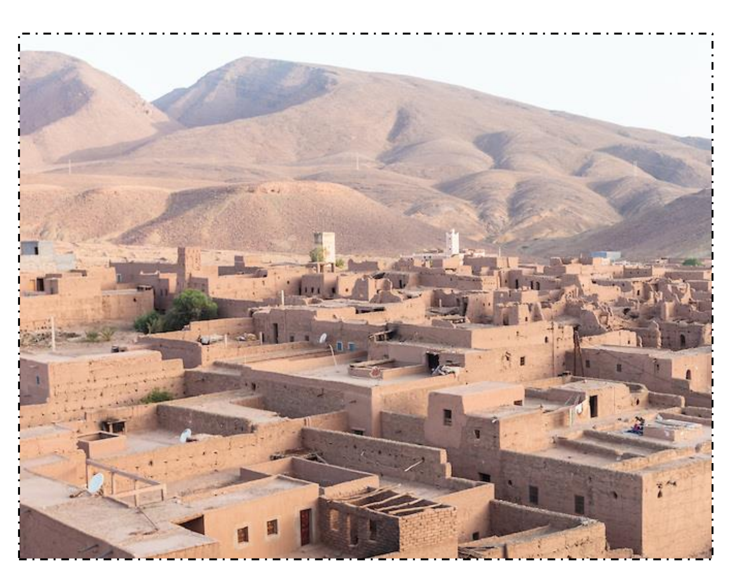


The *Moriscos* has changed Salé. Their will to return is strong, but the tools are few. Piracy isn't just a source for income, but also a tool for vengeance. The old natives and the new-comers don't get along. In Rabat the *Moriscos* have excluded the

natives through taking over the old Kasbah. In Salé the *Moriscos* dominate totally.

In 1624, the Dutch *Jan Janszoon* (also known as *Murad Reis*) took total control over the local pirates and Salé and was appointed the *Grand Admiral* by the sultan. He runs the city and pirates with an iron fist. He and many other Moriscos are very independent from the ruling sultan in Morocco. The sultan can't enforce his rule over Salé, but so far there is no open rebellion. *Murad* is also married to a daughter of the Sultan, but has grown children from two previous marriages.

Architecture



Most of Salé's houses are positioned as far east, towards the eastern wall and the hills behind, as possible. Here the low houses made of lime-stone lie close to each other with just tiny alleys in between, and there is no real city-planning. The lack of planning makes the city to a confusing labyrinth. The alleys are packed sand and dirt sometimes arched with wooden and cloth structures or with stone arcs. Most houses have only one or two floors and flat roofs. The roofs are used as sleeping area, but also for drying food and laundry. The richer people in Salé have larger houses, two or three floors, a large patio with colonnades in marble, small gardens, fountains, trees with fruit (limes, oranges, and lemons) and elaborate geometric tile decorations on the floors or walls. They can even have painted (often red or green) cupola-roofs. Text from the Quran can be found on walls. Most houses' outer walls don't have windows. To have glass windows is unknown. Most windows only have shutters or curtains and are situated into the courtyards. Shops are rare and most affairs are made from booths on the street or at the bazaar.

The coast outside Salé and the river are filled with all sizes of ships, large galleys to smaller skiffs. Many are used for piracy, but most for fishing and trade. At the coast there is one of the two harbours. Here poorer pirates and fishermen have their boats. The second harbour is in the river itself. The large pirate ships anchor in the safety of the river with the two cities protecting the ships flanks. Many ships are dragged to the shore to be repaired, but some small ships are even built here. Many poor and slaves work with carrying goods from the ships to the city.



The walled area between the coast and the city is an area for visiting Berber Bedouins. Here they put up tents with their large families, have the herds they plan to sell, camels, sheep, beef, but mostly goats. They are here for trade and also to join in on the piracy.

Protection and the Law

Locally the pirates have organised guards for the gates and to patrol the harbours and streets. During the nights it's a curfew. Only guards and people with permits are allowed outdoors after dusk and before dawn. In the area where the Bedouins stay the guards are more relaxed about the curfew. Here the men gather around fires, eating, gossiping, singing and smoking pipes.



The walls are old, medieval and in bad shape. The walls are 4-6 metres high and made of sandstone. There are no guards manning the walls and the seven gates with towers are also unguarded during daytime. The towers have been turned into storage for travelling merchants and temporary housings for the poor. Only custom officials supervise the passing of goods at the gates and they are easily bribed. During the night the gates are closed and guarded by pirates. If the city is in danger the pirates and their supporters can be mobilised forming a small army of about 1200 men (most with long muskets and some with horses).

The Law is harsh and is solely based on the interpretation of God's Law, *Shariah,* and is enforced in all parts of society. The *faqih* is the legal interpreter, and crimes as for example theft are usually punished with cutting off the culprit's hand. The Civil Law of *Shariah* gives some leniency to divorce and inheritance for women. The community self-regulate the Law. Neighbours go to the religious court with complaints and all men can arrest suspected criminals. In Salé the pirates enforce the Law and the *faqih* don't dare to make decisions that can oppose the will of the Grand Admiral.



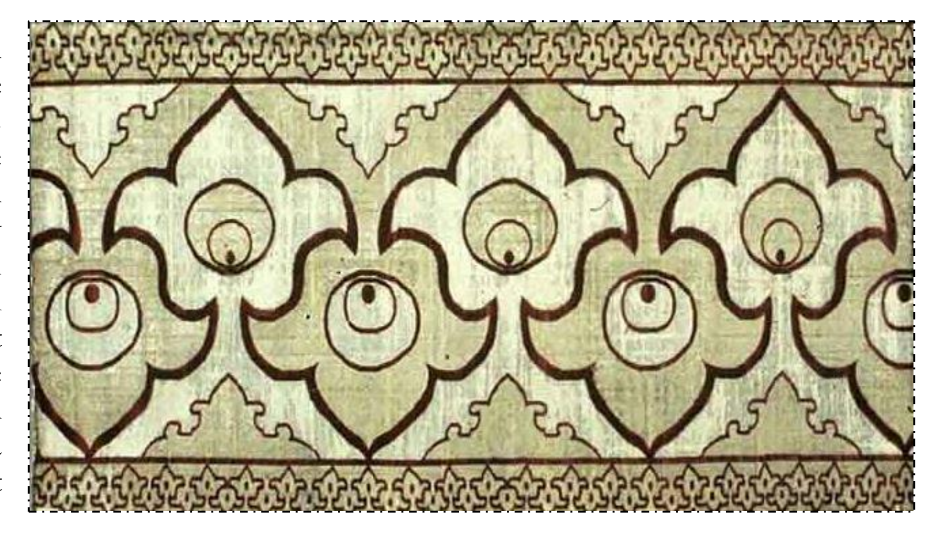
There is a common house that serves as religious court and holding area for suspected criminals. To be put in prison as a sentence is unheard of. Fines, corporal punishments (whippings and cutting of body parts) or beheadings (or stoning for adulteress women) are the common punishments. All beheadings are performed outside the city.

Income

The principal income for Salé is piracy. The pirates want slaves, gold, silver and other goods that are easily traded. The slave-market is huge and is close to the harbours. There is also local trade in the bazaar. Salt is produced by the river banks, local beef, goats and sheep are sold in the bazaar. Saffron, mint, incense, dates, olives, and fruit are other popular goods. In the outskirts of the city there are also weavers, tanners, dye-houses, dairies, granaries and potteries.

Religion

Islam (Sunni) is very important for most in Salé. Friday is the day for prayer, but the *muezzins* call to prayer five times per day – from before sunrise, morning, midday, afternoon, evening and at sunset – from the three mosques' minarets. The mosques are the focal point for life in Salé. The imam leads the prayer, but the local *faqih* is even more important as he determines the interpretation of the religious law – *Sharia*. The religious law is the only Law and they follow here the legal tradition of *Maliki*. The sultan can give royal commands, but never contradict the Sharia.



There is a Muslim cemetery south-east of the city, just outside the city's walls. All graves are in the direction of Kaaba in Mekka and are modestly decorated. The Jews and Christians have small cemeteries further out from the city. There are also a few Sufi-Muslims in the city and north-east of a city a shrine for a Sufi-saint can be found.

The Christians and Jews have *dhimmi*-status. This means that they are tolerated, but should avoid to worship in the open. Most of these are poor artisans, and if you count the slaves in the city there are a lot more Christians than the about hundred inhabitants that are accepted. The Christians have a small, secret, chapel in the outskirts. Some Christians, mostly women, try to help the Christians slaves living in the different holding areas. The Jews have small synagogue, but are marginalised. They keep for themselves in a quarter in the northern outskirts. They avoid to wear Jewish dress and symbols openly.

The Sufis are respected for their knowledge and philosophy, but many consider them weak as they stress a peaceful message of the Quran. They are now a dwindling minority, but many are used as administrators or advisors.

Culture and Entertainment

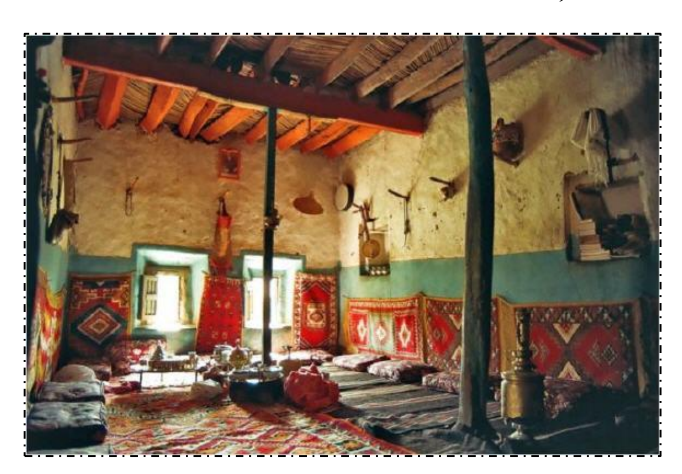
There is no theatre in Salé, but at the various tea-houses, men meet to sing and play music (lutes, flutes and drums). Poetry-reading is also popular. The songs and poems usually deal with lost love or praising a beautiful pious woman. Within the brothels and harems men (and also women) are more relaxed about rules. You can even find men drinking wine.

Popular are also the horse-races in the outskirts. Representatives from the two cities compete. There are also betting on bear-fights and wrestling (usually between slaves). The pirates enjoy more violent games, they challenge each other frequently, and these fight that often starts in a friendly manner ends up in small riots between different groups of pirates. The rivalry between different crews are strong – and many captains are aiming themselves to become the next Grand Admiral.

Most men avoid alcohol, as it's illegal, but drinking sweet green mint tea and coffee is popular. You see men smoking pipes – sometimes with hashish - everywhere. Popular dishes are the meat pie *pastille*, the *tajine* (dish made in a clay pot), flat thin bread and the soup *harira*.

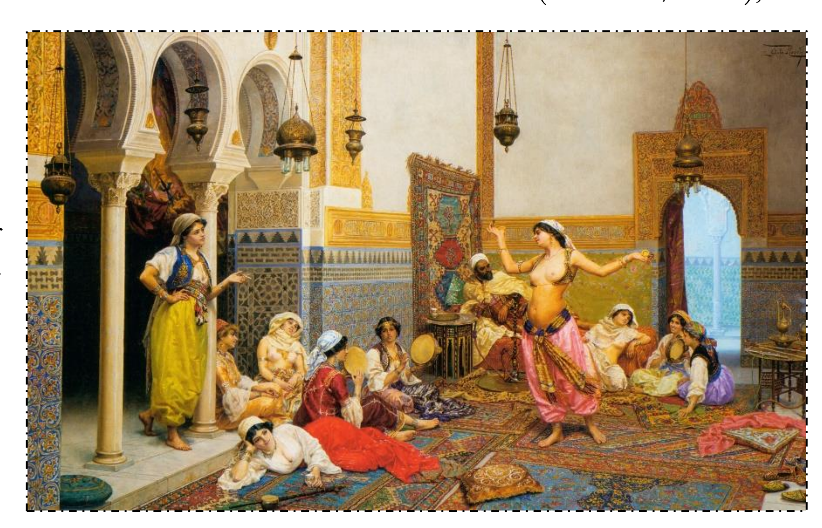
Women, Love and Death

Women cover themselves with veils and dress in black or dark cloth. They don't walk alone outside their homes. The men can have four wives, but as many concubines as they want to in their harem.



In the mosques the women have a separate entrance and a separate part so they aren't seen by the men. Young girls can be seen playing the streets, but when they reach puberty it isn't allowed anymore. Girls are veiled when they are allowed to be married; legal age for marriage is seven to nine years. The married women can show themselves to their husband and close family. All parts of the female body that are allowed to be seen (feet and hands) are decorated with henna patterns. You can usually hear the sound of expensive jewellery under the women's cloth.

As almost all marriages are arranged and usually at a young age many young people look to find other ways to meet the opposite sex. The wells and the mosques are places where you can spy on your future wife or husband. Very rarely any other contact is allowed. When families meet for festivities, circumcisions (male; female is also common but not celebrated), marriages and at funerals, the men and women are separated. Marriage is a business transaction between families (and clans/tribes), but to have several wives is also a symbol for wealth and status. The community also lack men. The men die violently more often or disappear at Sea. All these social rules are more relaxed among the poor and on the countryside (out of practical necessity). Usually poor people's house just had one room – with a curtain to separate the sexes.



In the harems the rich men can freely more interact with other women than their wives. The concubines are usually slaves from Europe or southern Africa. These concubines could through their dancing (and sex) become influential. Many concubines are the true loves of men (and maybe also for the women) which give the concubines influence not only over the harem, but over the man's business. If the husband's wife don't carry children the children of the concubines become even more important. Usually only the owner of the harem can enter, but eunuchs took care of the women. The eunuchs could therefore carry arms and become lead advisors for the harem's owners.

In culture the dream of true love is cherished and longed for. Much music and poetry deal with the subject.

Strategic Important People

The persons below are well known characters of power (political, religiously, culturally) in Salé.



Grand Admiral Jan Janszoon van Haarlem, now known as Murat Reis the younger. Aka *John Ward, John Barber, Captain John, Caid Morato.* "The Hairdresser" is a nickname of Janszoon.

Jan Janszoon van Haarlem was born in Haarlem, Holland. Little is known of his early life, except that he married young and had two children, a boy Edward and a girl Lysbeth Janszoon.

In about 1600, he began as a Dutch privateer sailing from his home port, Haarlem, working for the state with letters of marque to harass Spanish shipping during the *Eighty Years' War*. Working from the Netherlands was not as profitable as expected, so Janszoon overstepped the boundaries of his letters and found his way to the semi-independent port states of the Barbary Coast of North Africa. There he could attack ships of every foreign state. When he attacked a Spanish ship, he flew the Dutch flag; when he attacked any other, he became an Ottoman Captain and flew the red half-moon of the Turks or the flag of any of various other Mediterranean principalities. He used a *polacca*, with a crew of 75 men and armed with 24 cannons. During this period he abandoned his Dutch family and married again with a Moorish woman in called Margarita. They have had four children: Anthony Janszoon (1602), Abraham Janszoon (1607), Phillip Janszoon (1609) and Cornelis Janszoon (1611). Where Margarita is now is a mystery.

Janszoon was captured in 1618 at Lanzarote (one of the Canary Islands) by Barbary corsairs and taken to Algiers as a captive. There he was forced to become a "Turk", a Muslim. After Janszoon's conversion to Islam he sailed with the famous corsair *Sulayman Rais* (originally a Dutchman named *de Veenboer*) and with *Simon de Danser*. After *Sulayman Rais* was killed by a cannonball in 1619, Janszoon moved to the port of Salé and began operating from it and soon he and his captains declared the port to be independent from the control of the sultan. He became Grand Admiral of the pirates' navy with the help of fourteen other captains.

Even the sultan of Morocco, after an unsuccessful siege of the city, acknowledged its semi-autonomy. The sultan still has sovereignty over Salé and has appointed Janszoon as the Governor over Salé and Rabat. Janszoon now has married for a third time to the daughter of the sultan.

Janszoon has become very wealthy from his income as piratical admiral, payments for anchorage and other "fees", and the brokerage of stolen goods and slaves. Raiding Mediterranean islands such as the Balearic Islands, Corsica, Sardinia and Sicily has made him even richer. He's very busy and has been forced to find an assistant to keep up. A fellow countryman, *Mathys van Bostel Oosterlinck*, now serves as his Vice-Admiral. Mathys is usually handling the different pirate operations and is rarely in port.

He's often described as intelligent and ruthless, but he's also loyal to his friends. He's a competent sailor and fighter and is a skilled politician. He has spies in all camps and uses his influence to enforce his rule.



Faqih Abd-Allah Abbas is old, but still a vigorous scholar. He feels the pressure from the Grand Admiral, but also the support and love from the community. Justice is his leading word, and he spends his days studying, praying and judging according to the *Shariah*. Some even say he's soft. He often tolerates divorces, is an advocate for women's right to inherit, and tries to avoid men from taking concubines.

He can often be found sitting in the "Blue Mosque" discussing interpretations of the Quran, Hadiths or something from the *Sirat rasul-Allah* (the biography of the prophet Muhammad).

He only talks Arabic, and is working to makes the *Moriscos* more Islamic and Arabic. He believes that they have become too European.

The opponents to the sultan and Grand Admiral often turn to Abbas for support. He can influence the imams and the Berber tribes. You can't do anything without his approval is a common thought. Even the Grand Admiral goes to Abbas, and so far Abbas agrees with him. Even Sufi-Muslims, native Christians and Jews have high thoughts of Abbas.



Sufi-advisor and dentist Muhammad Ahmed is a soft spoken philosophical old man. He's famous for his knowledge and have travelled most of the known world. For several years he lived first in Constantinople and then in Bagdad before returning to his Marrakesh. The sultan has sent him to the Grand Admiral as an advisor, but everyone knows that he also send dispatches back.

The Grand Admiral admires and trust him. He's considered to be honest and strategic. Politics he masters, and also teeth, and he has managed to build a good cooperation between the different tribal leaders (warlords), sultan and the Grand Admiral.

He doesn't support the Grand Admiral's policy to hire foreigners and the Dutch Vice-Admiral he often counteract. He believes that the foreigners can cause problems in the future.

He avoids public places and most of his time he's standing one metre behind the Grand Admiral. At night he visit his agents (spies) and talks to different representatives. He can be seen traveling with his Persian friend and bodyguard *Behrooz*.



The Berber tribal leader Nayram Othmani rules over one of the strongest tribes in the region. They live a semi-nomadic life ranging from the Atlas to the coast. Lately most of the tribe has been living at the open area in Salé and Nayram has become an advisor to the Grand Admiral. The tribe provides many of the guards and pirates in the city and there are about 2000 people that belongs to the tribe, but the tribe has several vassal-tribes and clans that they dominate.

Nayram is a proud man and a devout Sunni-Muslim. He objects to that the Christians and Sufis are allowed to work for the Grand

Admiral. His tribe has been to war with the sultan, but for the moment there's a truce. Nayram is a capricious ally to the Grand Admiral. He wants to take part in the piratical operations, but not in the political project. His goal is to strengthen his tribal influence in Morocco.

In the Atlas Mountain he controls a small Kasbah where his wives and 21 children live. He usually bring five of his oldest sons as guards while travelling. He can also put of a strong fighting force of about 500 warriors. They mostly operate in the mountains.



A regular to the teahouse "The Concubine" is the **pirate-captain and Morisco Mahmud Hassan** (aka Felipe de Cadiz). He has lived half his life in the Cadiz and in Andalucía and his family was one of the many expulsed form the city. They belong to a rich and noble Moorish family, but now most wealth is gone and the family is shattered.

He's a hateful brutal man who wants revenge. All Spaniards are his enemies. And all he thinks can become his enemies have to look out. His crews have a reputation of severe brutality. He's one of the captains that supported the Grand Admiral in the beginning, but he's in open rebellion now. He believes that the Grand Admiral aren't working to annihilate the Spaniards and not sharing the spoils of war in a fair manner.

Mahmud controls to pirate ships with a total crew of a 100 men, but recently they mostly stay in port. There are many speculations about what Mahmud is planning together with his two younger cousins.

He can often be seen arguing at the teahouse with other Moriscos, mostly Muir Alcala is his main antagonist.



The merchant, Morisco, Muir Alcala is an advisor to the Grand Admiral and also a supporter to the sultan. Many believe he takes large bribes from the sultan to try to influence the Grand Admiral in for the sultan a favourable way.

He has a competent merchant and has contacts that bring goods even from Persia and India. His speciality is gems and jewellery. He has his own artisans working for him in Marrakesh and in Salé. He invests in a lot of projects and is also one of the largest arms provider to the different tribes in the area. The Berber tribal leader Nayram Othmani protects him and Nayram often listen to Muirs advices. As one of the Grand Admirals three advisors he often is an advocate for trade and to strengthen the political hold over the region. His not so interested in the piratical operations (just in selling the slaves) and that makes him an enemy to the pirate-captain and Morisco Mahmud Hassan. They often argue at the teahouse "The Concubine" and it has happened that their supporters has drawn their swords and clashed in the streets.

His famous for his gentle manner and is open to most. He has Christian and Jewish friends, and some say he even has contacts with Venetians and Spaniards.



The slaver Ali (aka "The Bull") is most slaves' nightmare. He's a former slave, but about ten years ago became a free Muslim. Ali now acts as an intermediary when large quantities of slaves are bought or sold. He usually has received money from a buyer and buys slaves directly from the ships.

His business idea is to fast make the slaves obey using his bullwhip and other brutal tools. Most often the slaves he buys are to be sent to galleys. His crew of men are brutal and also well-armed. Buying desperate slaves can be dangerous.

Among the buyers and sellers of slaves Ali has a good reputation. There is even a saying "Most slaves bow to Allah, but all bow to Ali".

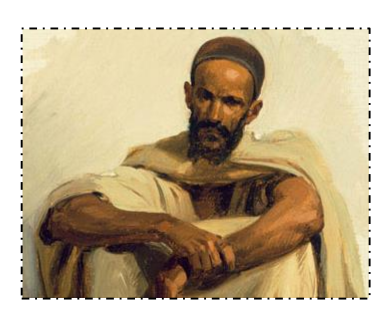
Ali and his crew are often at the "Golden Harem". They also take money to act like thugs, and if you want someone to disappear (or to be chopped up in small pieces) you talk to Ali. Most people (even pirates) avoid Ali and his gang. The ones who has tried to compete with Ali as slavers (or for other shady work) has usually ended up skewered on a sharp pole on the outer wall of Salé.



Ibrahim is the patriarch of the Christian family that owns "The Garden of Mint". The few Christians in Salé (not counting slaves) rely on Ibrahim and his advises. His business is in jeopardy after recent assassinations in the bathhouse, but most in Salé consider him a trustful man.

It's known that he also is vital person in the Christian religious life in Salé and Rabat. Some even say that he acts like a priest, but the *faqih* and Ibrahim have a good relationship. They can often be seen discussing religious texts. Sometimes even the Jew *Yacob son of Yacob* joins them.

If you need to get in contact with Berber leaders a good start is to ask Ibrahim. He has the right connections.



Yacob son of Yacob is the owner of the teahouse "The Concubine". He's a modest man, and can often be seen making jokes walking around in his teahouse. He is great in soothing bad tempers and creating a good atmosphere around him. Or he's seen baking bread or other pastries in his large kitchen. His buns are famous.

The rumours also say that he also is good in hiding people and to help people escape the city. Of course for a large fee.

He's also the main representative for the small Jewish community in Salé. For the moment they have good relationships with the ruling Muslims in the area.

- **Harbours:** There are two harbours. One at the coast where poor pirates and fishermen have their boats. The boats are dragged onto the beach or anchored as close as possible. Skiffs are used to take in the cargo and are carried by poor people and slaves into the city. The second harbour is in the deep parts of the river, sheltered between the cities, the bridge from inside and with a difficult reef from the outside. The large pirate ships anchor here. Many ships are dragged to the shore to be repaired and some small ships are even built here. There are right now four provisional shipyards on north side of the river. There are no docks, but a lot of people spend time at the river and at the beach, not only to catch fish, but to get news, make trades, hire crews or just pick fights.



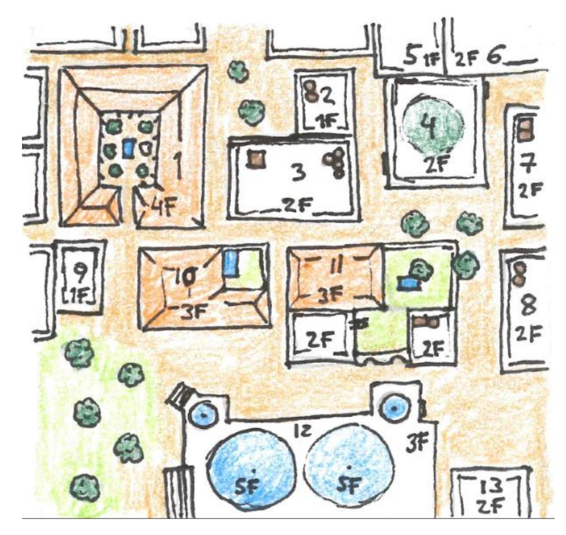
  Pirates of all kinds guard their ships and rivalry is strong between crews. On the riverside and beach goods are stored, food sold, nets dried and fish cleared. The smell of fish guts is heavy, but the smell of the dirty sailors and pirates that sit in the shade of the date palms that line the river are worse.

- **Mosques:** There are three mosques in Salé. There are two smaller in the northern and the southern part, but the most important one is in the centre of the city. It's popular called the "Blue Mosque" for it has four small blue cupolas on its flat roof. On all the corners of the house there are thin minarets (towers) 15 metres high. From these *muezzins* call Muslims to prayer five times a day.

  The mosque has a small garden with a fountain in front the main entrance. Here the men enter and directly comes to a large room for ritual purification (a bath). The women enter from a separate entrance on the south side which leads directly to a small bath and a staircase. The staircase leads them to a separate balcony where a thin curtain blocks the view up to the balcony. The women on the balcony can see out, but no one can see in. The men can enter the main room for prayer. Beautiful green carpets lie on the floor, a decorated niche, *mihrab,* points out the direction to Kaaba (*qibla*), and a *minbar* (a wooden decorated pulpit) stands towards the wall close to the niche. From the *minbar* an *imam* can direct the prayer. Usually the imams are older men with good reputations, but in theory anyone can be an imam. The imams can also hold sermons, and in Salé the sultan and Grand Admiral uses the sermons for political reasons. The only decoration, except for



the *mihrab, minbar* and carpets, is the *shahada* (the Islamic creed) painted in large black letters above the niche.



All kind of people mix in the mosque and there is no social separation, except for that between sexes and that you have to be a Muslim to enter. It also a meeting ground and beneath the palms in the garden and inside the mosque men meet to discuss deals and politics. No weapons are allowed inside the mosque so it's a safe place for enemies to discuss truces and compromises. The Friday prayer is when all go to the mosque and often political or religious discussions start in the garden before or after the imam's sermon. Sometimes the sermon is so strong that it incites the crowd into violence – against supporters to the sultan, foreigners, Sufis, Jews or Christians.

- **Bazaar:** Just above the large slave-market the bazaar lies. The bazaar is a walled quarter of the city. It's quite small quarter, but has a small central market and just one entrance leading to all alleys and the central market. Most business is made in the small dwindling alleys circling the central market. The whole bazaar is an arcade made of sandstone and with colourful cloth covering the alleys from the sun.



The "pillars" of the arcade are one-floor houses. They are tiny, and basically booths for the traders. These "booths" are shops, warehouses and homes all in one.

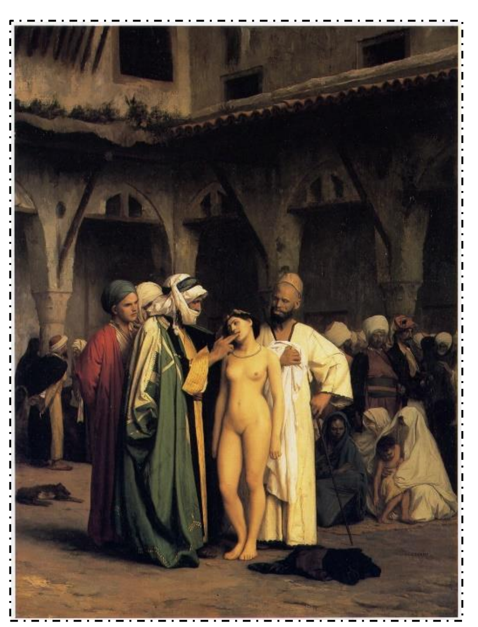


Usually an alley is specialised in a certain product, spices, meat (*halal*), fish, bread, pastry, vegetables and fruit, craft (smithies, tanneries etc.), tools, weapons or cloth. You can find almost anything here.

Thieves are everywhere, but the worst thieves are the traders (and buyers!). You have to haggle and be good at valuing the goods. It's always crowded, with rich peoples carried on palanquins, donkeys and mules carrying goods, veiled women, children playing, poor beggars, rogues and criminals, but from dusk until dawn the gate to the bazaar is closed.

At the central market there is also entertainment, magicians, fire-breathers and snake-charmers (and pick-pockets). Here are also small tea-houses. They are good places to catch up on the latest rumours.

- **Slave-market:** Below the bazaar the slave-market lies. It's a large open arcade. Basically it's a wide open market with a stone roof. The roof are six green cupolas carried up with twelve marble pillars. The market is divided into two areas, one for male and one female slaves. Each area has a small stage in the centre where the "goods" are shown and examined. From the stage an auctioneer sells the goods. The auctioneer has an armed crew that deals with the slaves and customers that gets to rowdy. Female slaves are the most popular.



The slaves are kept in a trench just west (closer to the sea and open area) of the market. The trench is deep, about three metres, and thirty metres long, but just two metres wide. Wooden planks are kept above the trench, both to keep the slaves from climbing out but also to give them shade. The slaves are usually thrown down and are pulled up with ropes (and chained before presented at the stage).

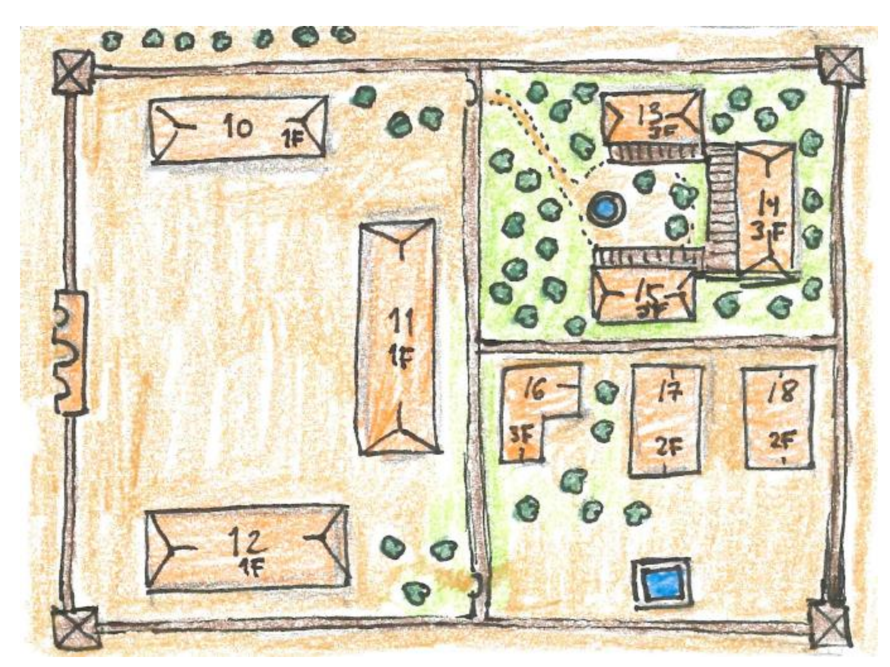
There are always guards with spears keeping watch, and the slaves that aren't directly sold can get food and water. The slaves that find no buyers are usually killed after a week or two. Old men and women are often discarded. Most of the slaves have little or no clothes on them and are dirty, bloody, hurt and ill from the trench, voyage and kidnapping.

- **Palace of the Grand Admiral:** This tremendous, almost bombastic palace is under construction. The outer walls (just four of six metres finished) and barracks (roof not ready) aren't finished and builders are working day and night form scaffolds. Most of the workers are slaves.



The palace area is divided into three parts separated by low inner walls (just two metres high). Within the first part there is the old grand entrance with three golden gates and large geometric patterns). The gates leads to a public area surrounded by three buildings; the armoury (filled with guns, cannons, gunpowder and other various weapons), stables (with about one hundred horses, and also the Grand Admiral's own Arabs) and barracks (unfinished so most of the pirates/soldiers sleep in the city or at the western open area). The houses have two floors and are modest and made of sandstone. The public area, just made of sand and gravel, is used as a training ground. Here pirates/soldiers

are supposed to do military drill exercises, but they lack proper officers and usually fight mock-duels or sit in the shade of the stables.

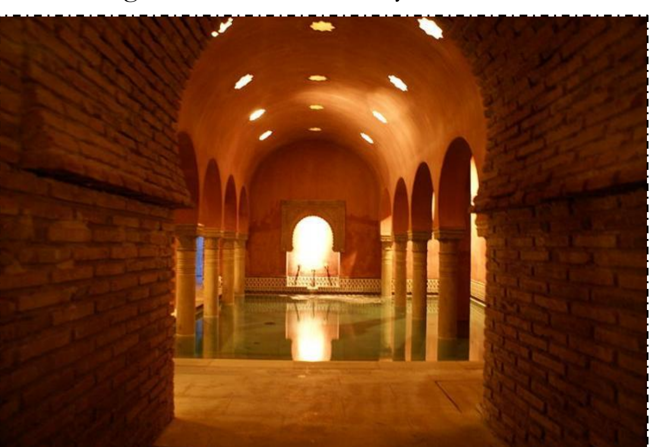


In the left and right corner, if you facing to the east, there are two more modest gates. The left takes you to the Grand Admiral's own area. Here are only his family, closest bodyguards and eunuchs (slaves from Africa) allowed to enter. Behind the gates there are also three buildings and a lavish garden with fruit trees and fountains. The buildings have the height of three floors (but the bath described below is just one floor) and wooden terraces, balconies and are decorated with mosaics creating geometric patterns. The building to the north is a bath, with a hot and cold pool, and a steaming *hamam*. It's very luxurious. The southern building is the harem. Here five concubine and two children live attended by eunuchs. The favourite concubine is supposed to be a young Mauritanian girl called Aisha. To the east is the home for the Grand Admiral and his family. His wife has a separate entrance and floor of the house. Few have entered the house. The Grand Admiral himself mostly attend his guest under a baldachin at the fountain in the middle of the garden. He sits or lie on a green low bed with many red and green silk-covered-pillows, in front of a low silver table – all on an expensive Persian carpet. On the table there is usually maps and other documents. He's always surrounded by his three advisors, his six bodyguards, and a young boy with a large fan, and other servants with drinks (water, juices, chocolate etc.) and fruits on silver trays.

Exit this area and go back to public area and take the right corner gate. Now you arrive at the in an area with three large but modest sandstone houses. One is a guesthouse where foreigners live to be shielded from the community of Salé while doing business with the Grand Admiral. The other houses are a storage, a kitchen and cistern with water. In this area many of the servants prepare food, clean cloth and prepare everything that the Grand Admiral and his many followers need.

All the gates are heavily guarded. You can only enter with the proper documents or permission.

- **Bathhouse "The Garden of Mint":** The bathhouse lies on a natural well. The bathhouse itself is submerged and the small modest two-floor house (covers just a part of the bathhouse) above is for staff and the owner and his family. You enter the bathhouse from a discreet gate and a long staircase that takes you down to the constructed pool. Light comes down from holes in the roof. Above the roof there is an herb-garden. You can smell mint, rosemary and other spices in the bathhouse. Incense is also burnt in the corners of the bathhouse. The bathhouse is basically one large room with a square pool in the middle. The pool isn't deep and the bathers sit and drink tea in it. In ten niches on the sides you can get private treatments (washings, massages and haircuts) behind white curtains. Every niche has at least two servants (mostly slaves).

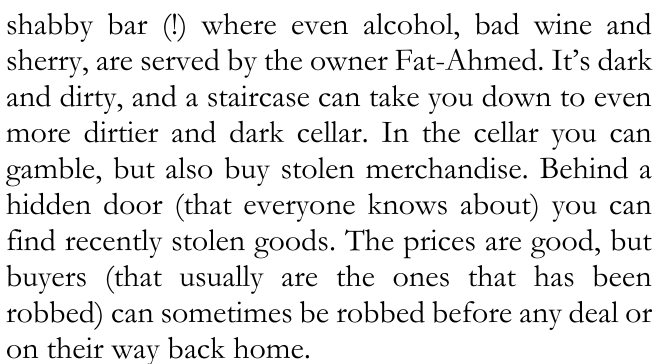


Only men are allowed inside. All that can pay the expensive fee can enter, but it's very exclusive. Traditionally it's the meeting ground for tribal leaders (preferably Berber leaders) and religious leader when they are in the city. They bath together and try to make deals or solve conflicts. They consider it to be neutral ground, but history tells you otherwise.

The bathhouse is owned by an old Christian family led by a man called Ibrahim. His business idea is to preserve the bathers' privacy, and as he can't be a witness against Muslims he is considered to be a man you can trust. He often act as an intermediary between the different leaders. The Berber tribal leaders both earn money from piracy, but are worried about the growing power of the Grand Admiral. The religious leaders are worried that they are losing control over the interpretation of the religious law.

Recently it hasn't been a safe and neutral area. It has become famous for its brutal assassinations. Two tribal leaders and entourage were killed in the bath by masked invaders. Nobody knows who was behind it, but many suspects the Grand Admiral and/or the Sultan. No one has been caught for the crime. This have been devastating for Ibrahim's business, and in a grand gesture he has put out a reward for the capture of the culprits.

- **The brothel "The Golden Harem":** In the city there are several brothels, and maybe this is the worse. The name is a travesty for the poor surroundings and the filthy and worn down house, but most don't come here for the women (or young boys). They come for other reasons.

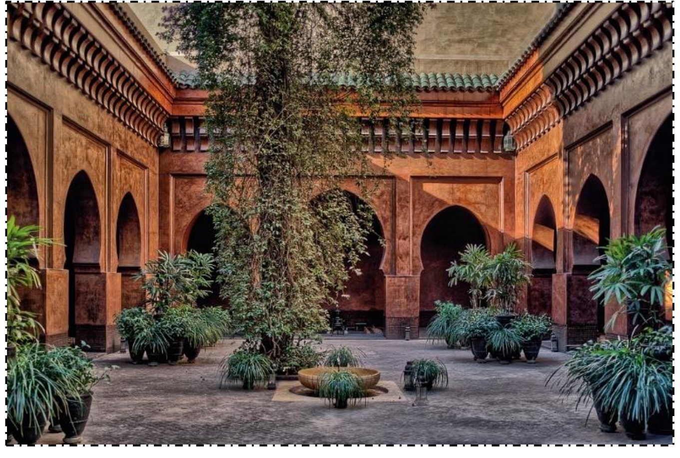


  If you need a rogue, assassin, thief or a spy you come here. This is the meeting place for the criminal underworld in a city full of pirates. Even pirates think most of the thugs here are too reckless and dangerous. On the first floor there is a shabby bar (!) where even alcohol, bad wine and sherry, are served by the owner Fat-Ahmed. It's dark and dirty, and a staircase can take you down to even more dirtier and dark cellar. In the cellar you can gamble, but also buy stolen merchandise. Behind a hidden door (that everyone knows about) you can find recently stolen goods. The prices are good, but buyers (that usually are the ones that has been robbed) can sometimes be robbed before any deal or on their way back home.

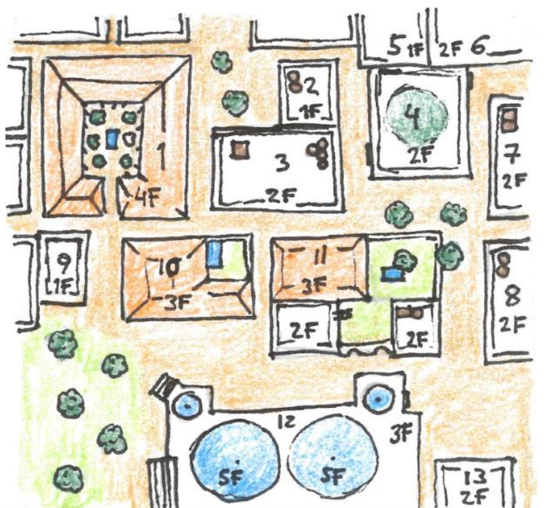


  The women live on the two top floors, and there services are performed just behind thin dirty curtains in a large open room. From the balconies these women try to attract customers, but for most of them this is the end-station. Many are ill and are both mentally and physically scared. Almost all have the *French Disease*. At least one dies every month.

- **The famous Teahouse "The Concubine":** This old teahouse is owned by a Jewish family, but the guest are mostly Moriscos. The teahouse is for most the political centre in Salé. Most over the inhabitants of Salé and pirate captains are Moriscos. Here the most influential meet over sweet mint tea (and sometimes even coffee) and a pipe (sometimes with hashish) before and after prayer. The Blue Mosque is close. They discuss future raids, commerce and political deals. Many support the Grand Admiral for now, but most know that they hold the real power. If they aren't happy – a new leader can be brought forward. The new sultan they see as a threat, and many even want independence for Salé. The sultan can interfere with their business and goal to one day return to Andalucía. The pirate captains can easily be spotted. The usually sit arrogantly on low wooden stools, heavily armed, and with their closest companions around them. The city-leaders, often traders or artisans, are modestly dressed in



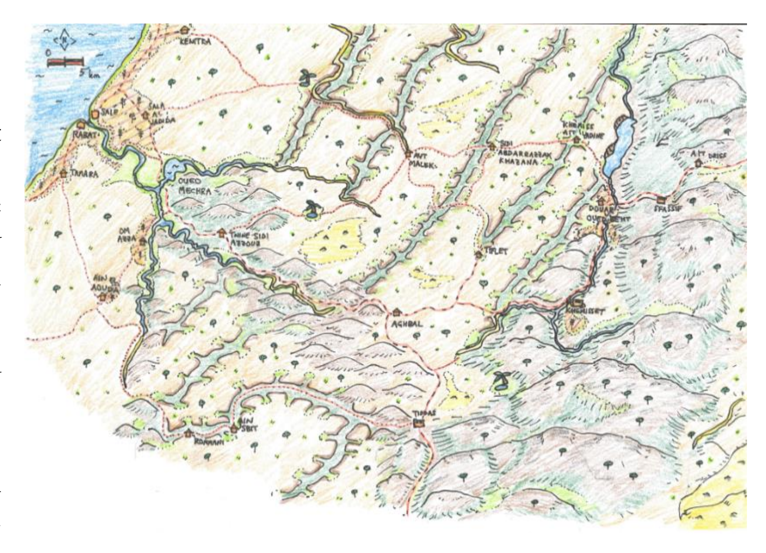
long robes and turbans. Large amount of money is often lying on the low tables. Here large deals are made, slaves are bought and sold, and ships and crews hired. These pirate captains usually work for the Grand Admiral, but also rent their services to others.



The teahouse itself is an old four-story house made of red stones. The house has a large patio and around it a beautiful arcade. Under the arcs the customers sit on stools and pillows with low tables. Many servants keep the tea-glasses always filled. You can enter through a gate to the west, but you can only enter if you are invited or brought in by a regular guest. The owner *Yacob son of Yacob* has several pirates as guards.

The first floor is the teahouse and kitchen, but the other three has to rooms to rent. The rooms are small, but clean, and usually some are available. Yacob is known to be very flexible, and the house is large – many can be hidden here.

Surrounding area and cities



There are rich farmlands and pastures at the coast and along the rivers. In some of the dried-out riverbeds, *wadi*(s), there a more foliage as most of the area is very dry. There are even some areas, and dried out rivers, there it's just sand and desert.

The people in small villages live mostly from agriculture, herding or hunting. Farther east, towards the Mountains, is even less populated. Here there are even *Kasbahs* (walled villages) protecting the villagers from all kind of enemies.

In the Atlas Mountains there are dense woods and much colder, but further east the Sahara starts.

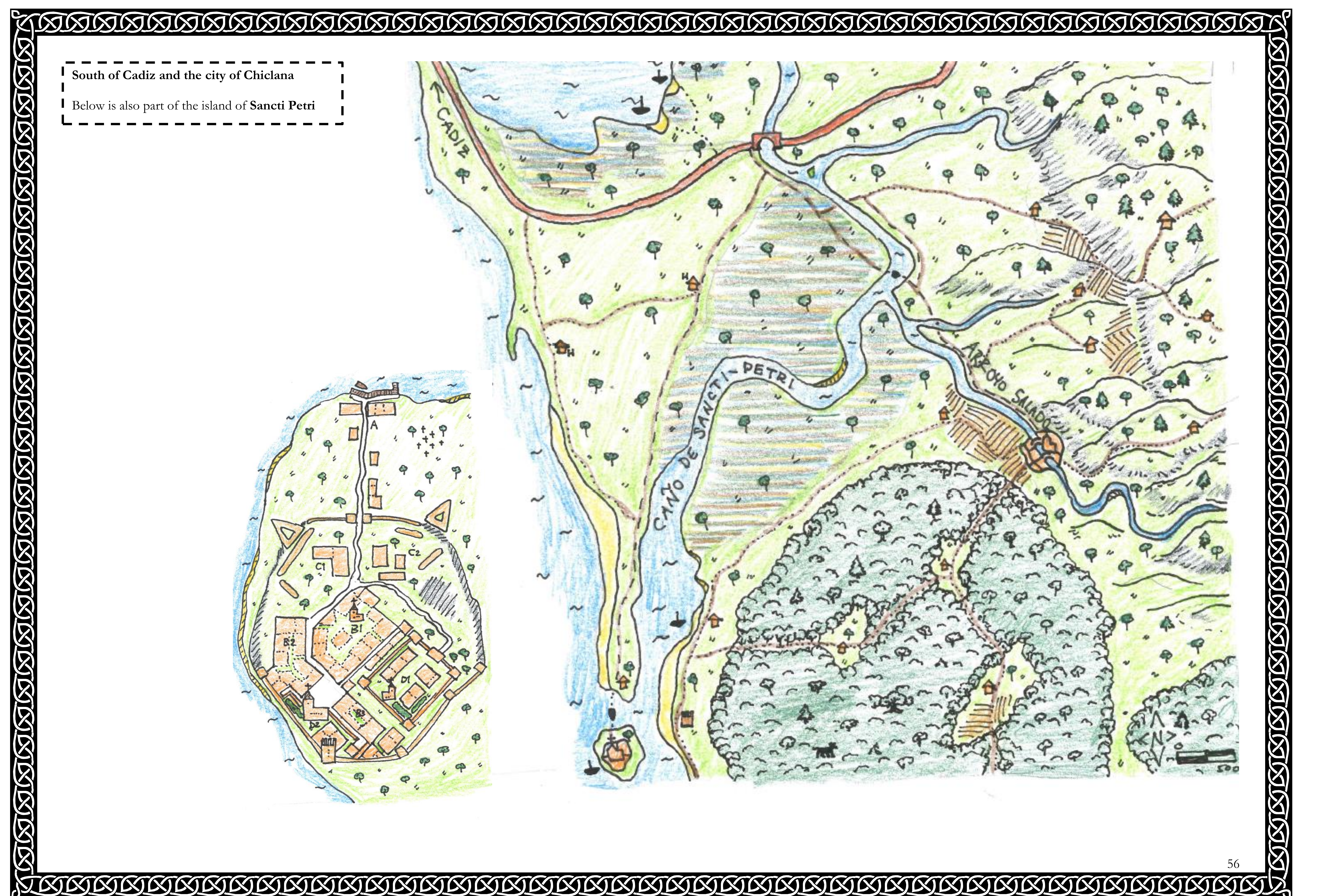
Maps

Overview of the Bay of Cadiz



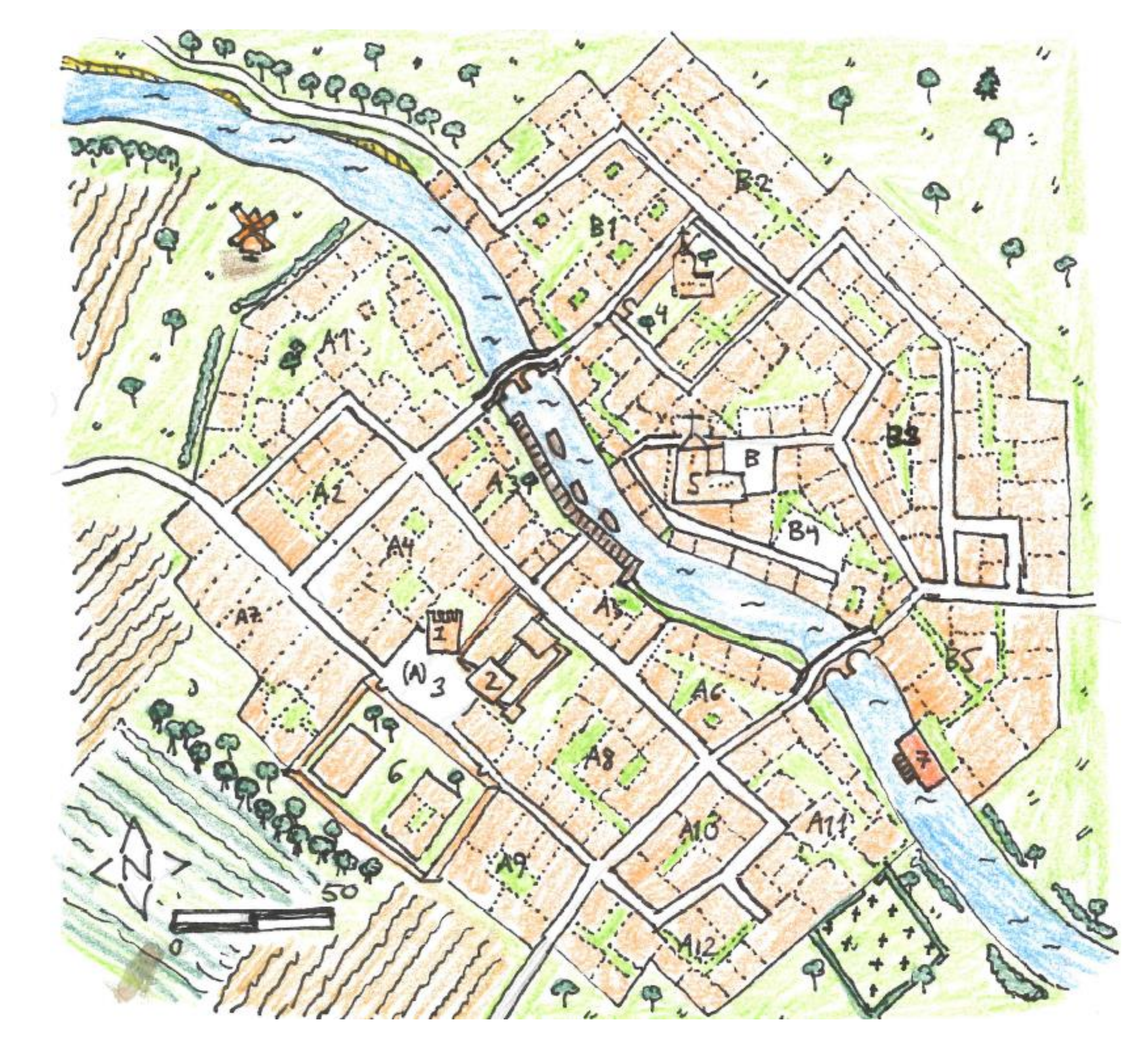
South of Cadiz and the city of Chiclana

Below is also part of the island of **Sancti Petri**

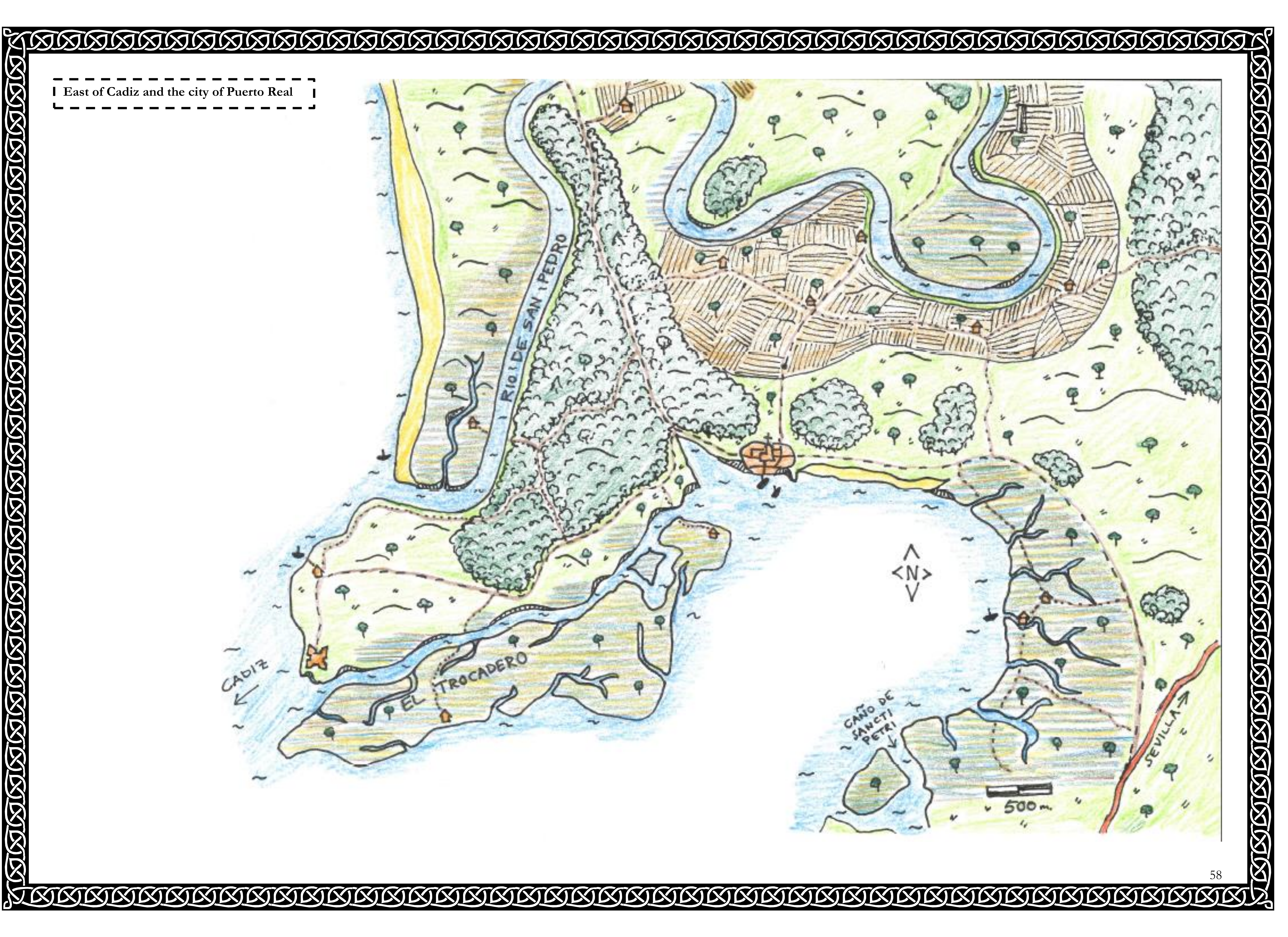


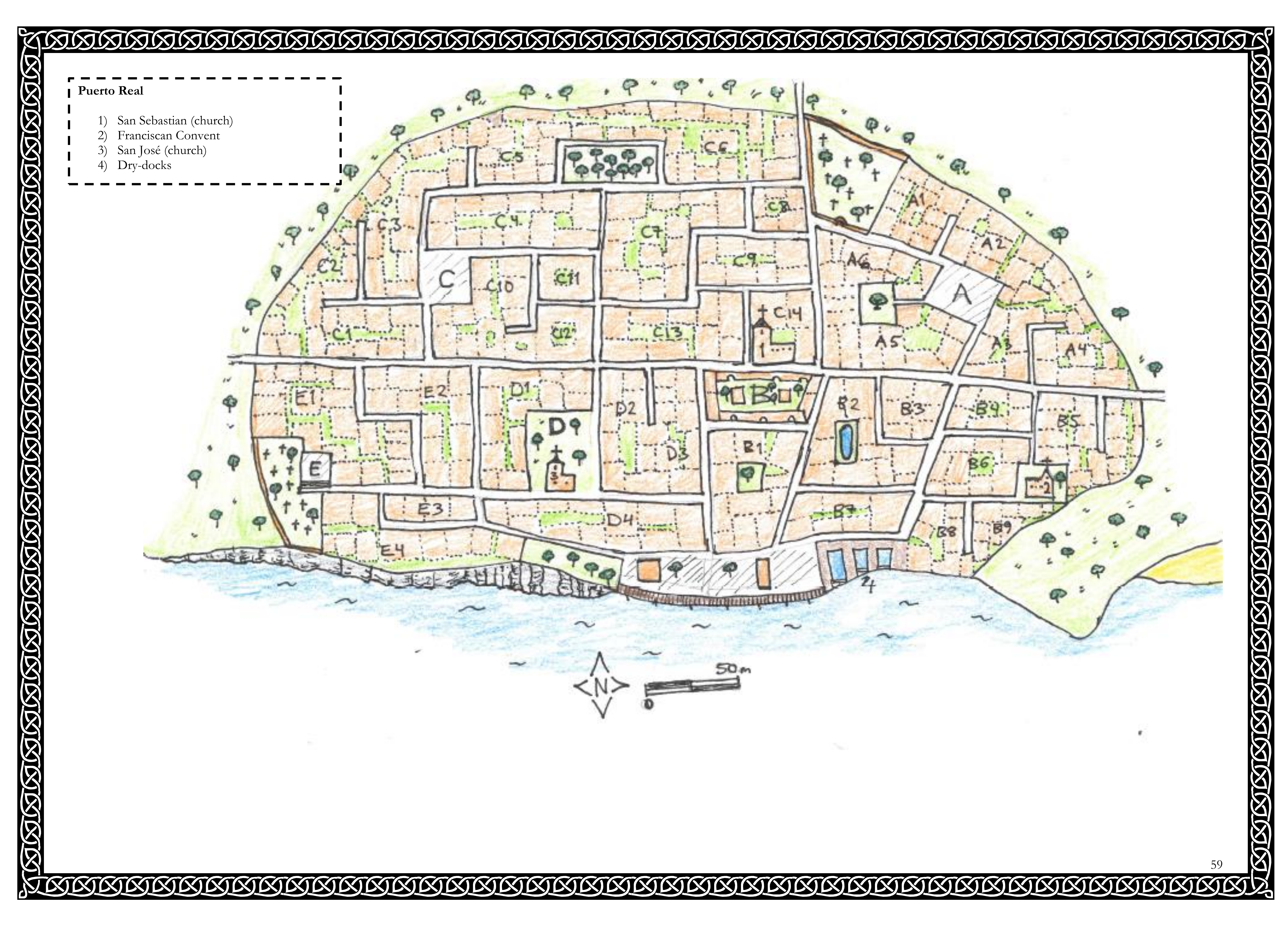
Chiclana

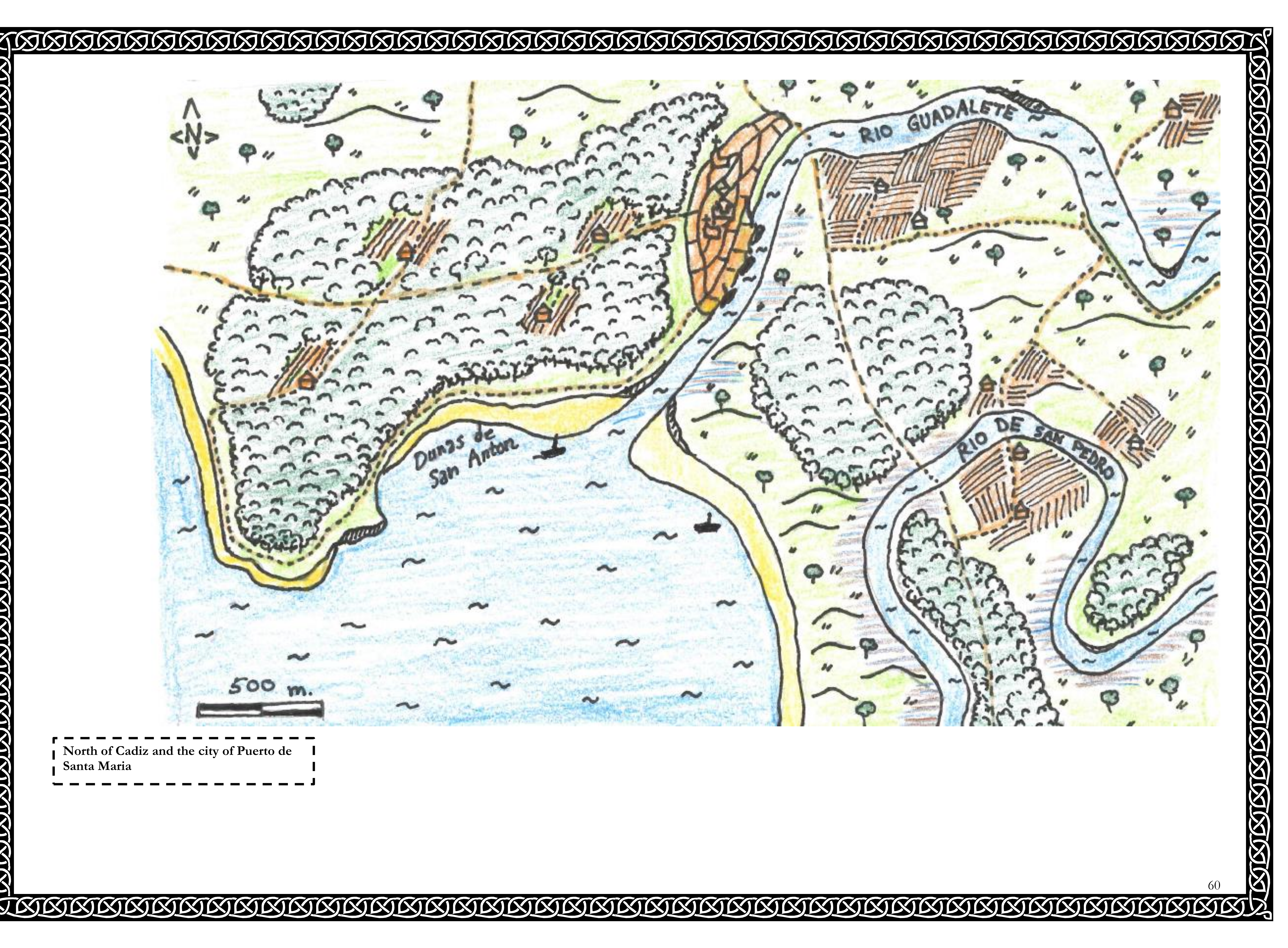
1) Torre del Puerco
2) Jail
3) Plaza Mayor
4) Capilla del Santo Christo (Vera Cruz Penitential Brotherhood)
5) Iglesia de San Sebastian
6) Hospital de San Martin (part of Capilla del Sagrado Corazòn)
7) Water-mill



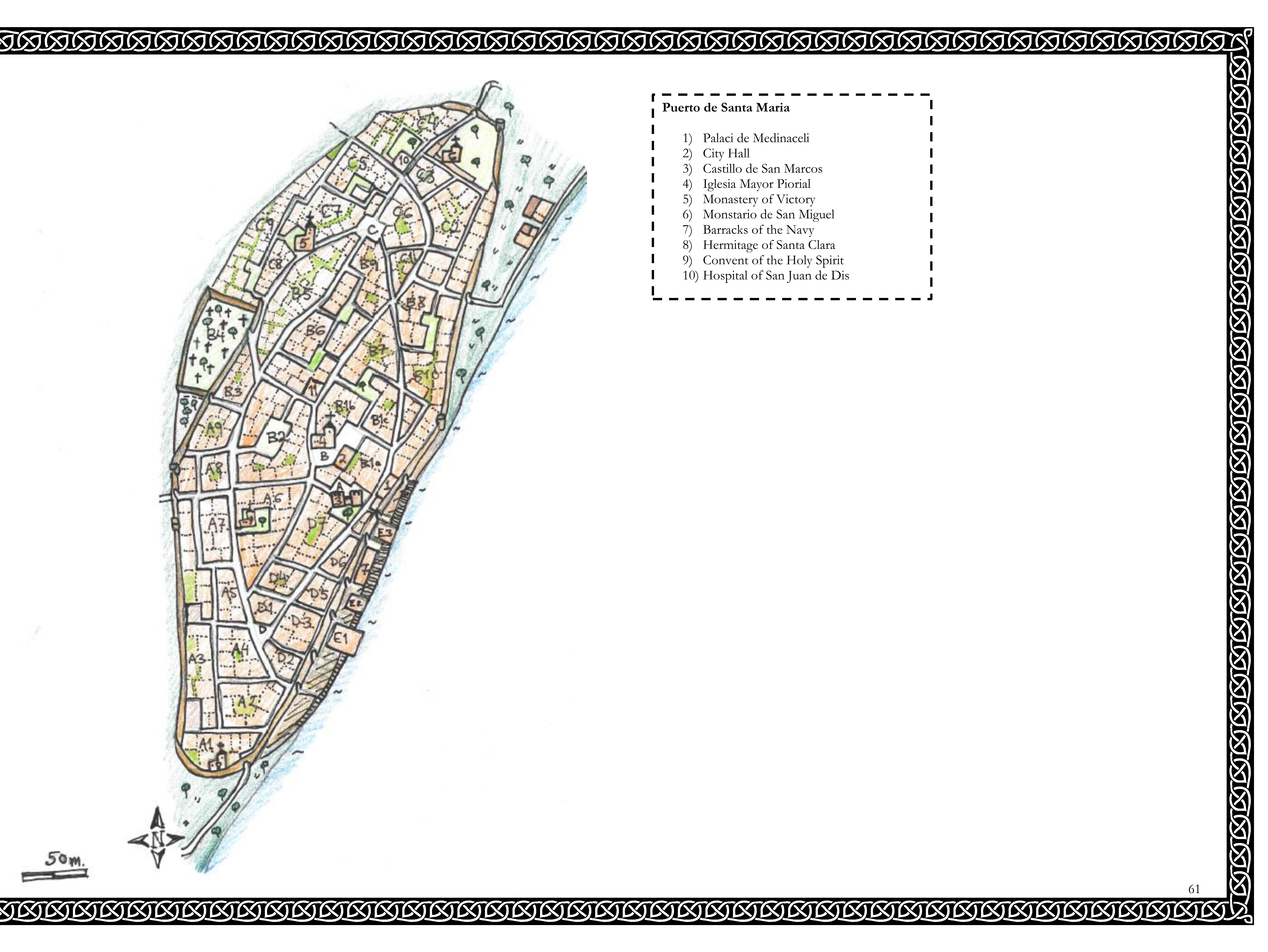
East of Cadiz and the city of Puerto Real




Puerto Real
1) San Sebastian (church)
2) Franciscan Convent
3) San José (church)
4) Dry-docks
A
A1
A2
A3
A4
A5
A6
B
B1
B2
B3
B4
B5
B6
B7
B8
B9
C
C1
C2
C3
C4
C5
C6
C7
C8
C9
C10
C11
C12
C13
C14
D
D1
D2
D3
D4
E
E1
E2
E3
E4
N
50m
0



North of Cadiz and the city of Puerto de Santa Maria



Puerto de Santa Maria

1) Palaci de Medinaceli
2) City Hall
3) Castillo de San Marcos
4) Iglesia Mayor Piorial
5) Monastery of Victory
6) Monstario de San Miguel
7) Barracks of the Navy
8) Hermitage of Santa Clara
9) Convent of the Holy Spirit
10) Hospital of San Juan de Dis

1) Barrio San Juan

a) Plaza de San Juan de Dios
b) The church - Iglesia de la Santísima Trinidad
c) Brothel "The Swan"
d) The Theatre "The King's Dream"
e) Bathhouse "Two Old Romans"
f) Castillo de Santa Catalina

2) Barrio Santa Maria

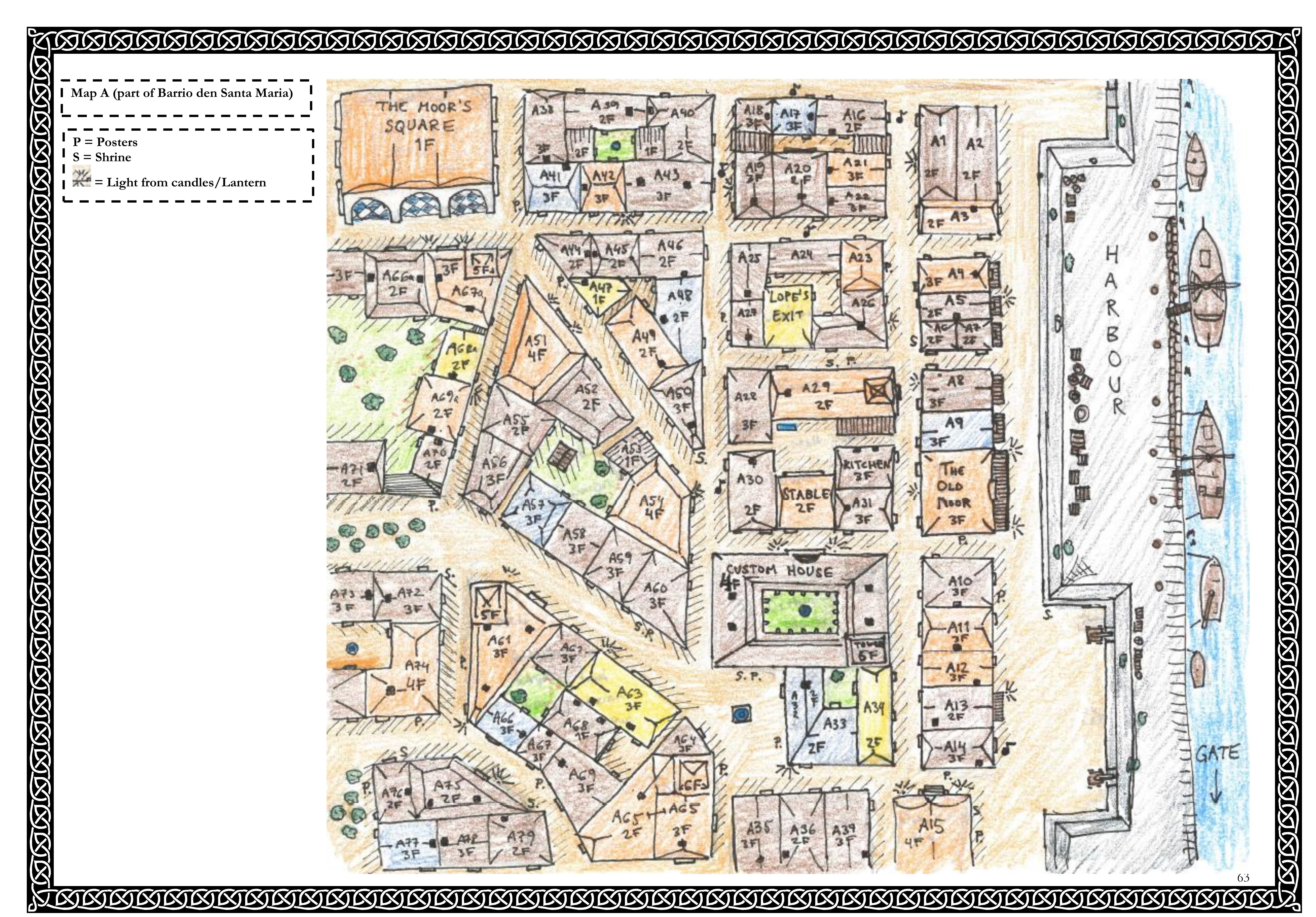
a) The Docks and Harbour
b) City Hall and Court
c) The slave-market "The Moor's Square"
d) Customs House
e) The famous Inn "The Old Moor"
f) Gaming house "Lope's Exit"
g) Plaza de la Catedral
h) Windmill "Santa Clara"

3) Barrio El Pópulo

a) Prison (Carcél de Cadiz)
b) Garrison
c) Cathedral (ruin)
d) Hospital
e) Park
f) Cemetery

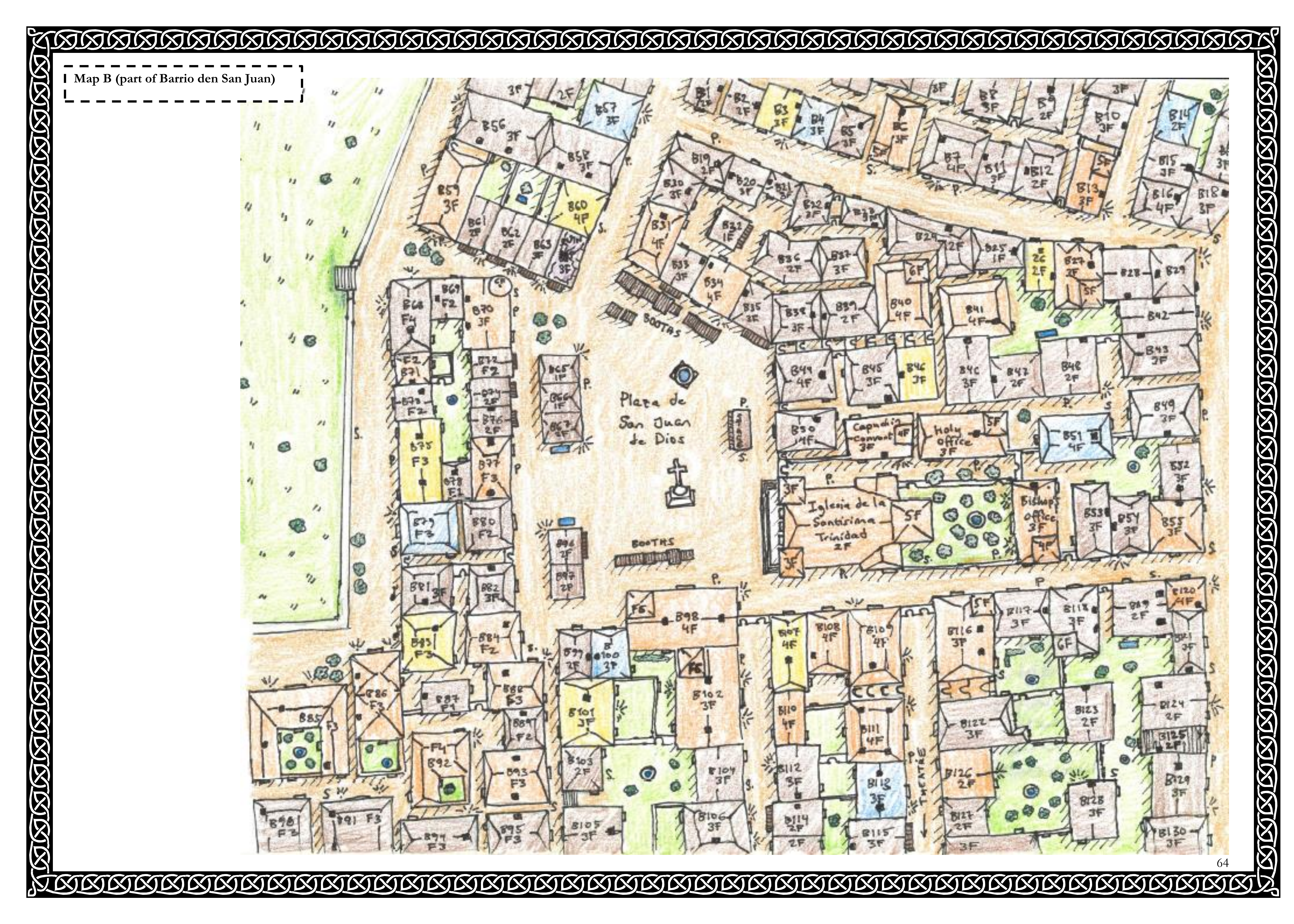
Only the larger streets are seen on map. Larger houses have courtyards and their own water cisterns. Every street block has many alleys, smaller squares and small gardens and everywhere there are towers. Barrio San Juan is lying on plateau a bit higher than the rest of Cadiz.

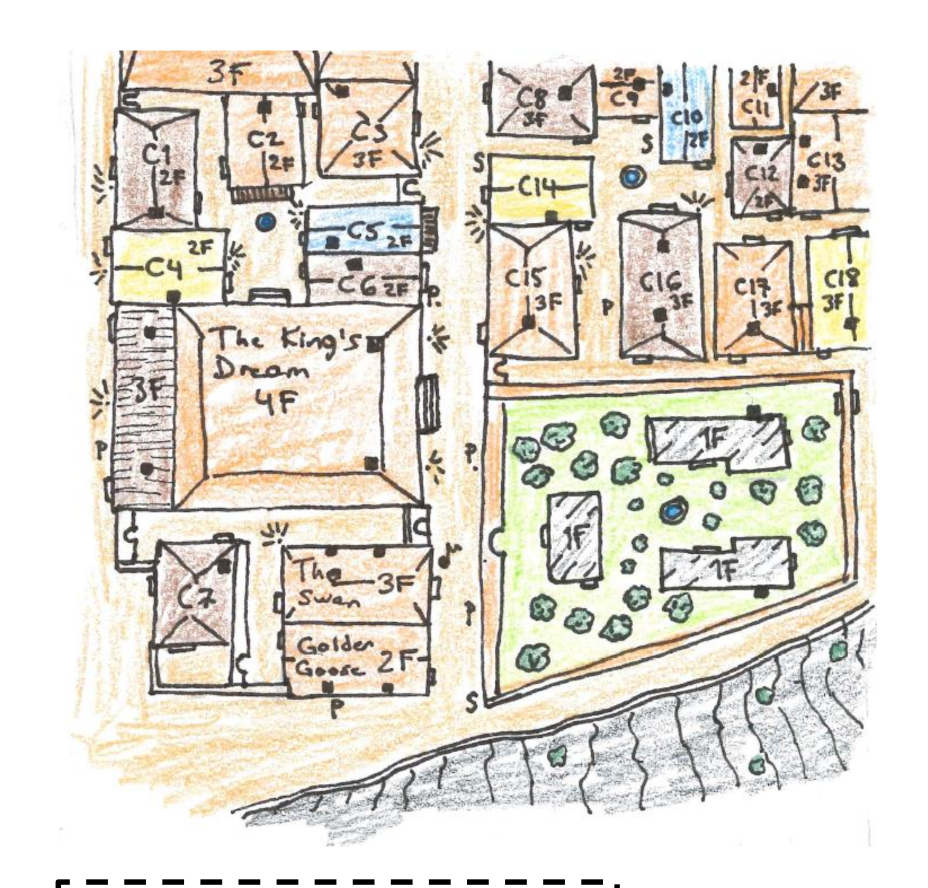




Map A (part of Barrio den Santa Maria)
P = Posters
S = Shrine
= Light from candles/Lantern
THE MOOR'S SQUARE 1F
HARBOUR
GATE
CUSTOM HOUSE
LOPE'S EXIT
STABLE 2F
KITCHEN 3F
THE OLD MOOR 3F
A1
A2
A3
A4
A5
A10 3F
A11
A12 3F
A13 2F
A14 3F
A15 4F
A20 2F
A21 3F
A23
A24
A25
A26
A27
A28 3F
A29 2F
A30 2F
A31 3F
A33 2F
A35 3F
A36 2F
A38
A40
A41 3F
A42 3F
A43 3F
A44 2F
A45 2F
A46 2F
A47 1F
A48 2F
A49 2F
A50 3F
A51 4F
A52 2F
A53 1F
A54 4F
A55 2F
A56 3F
A57 3F
A58 3F
A59 3F
A60 3F
A61 3F
A62 3F
A63 3F
A64 3F
A65 2F
A65 3F
A66 3F
A67 3F
A68 1F
A69 3F
A72 3F
A73 3F
A74 4F
A75 2F
A76 2F
A77 3F
A78 3F
A79 2F

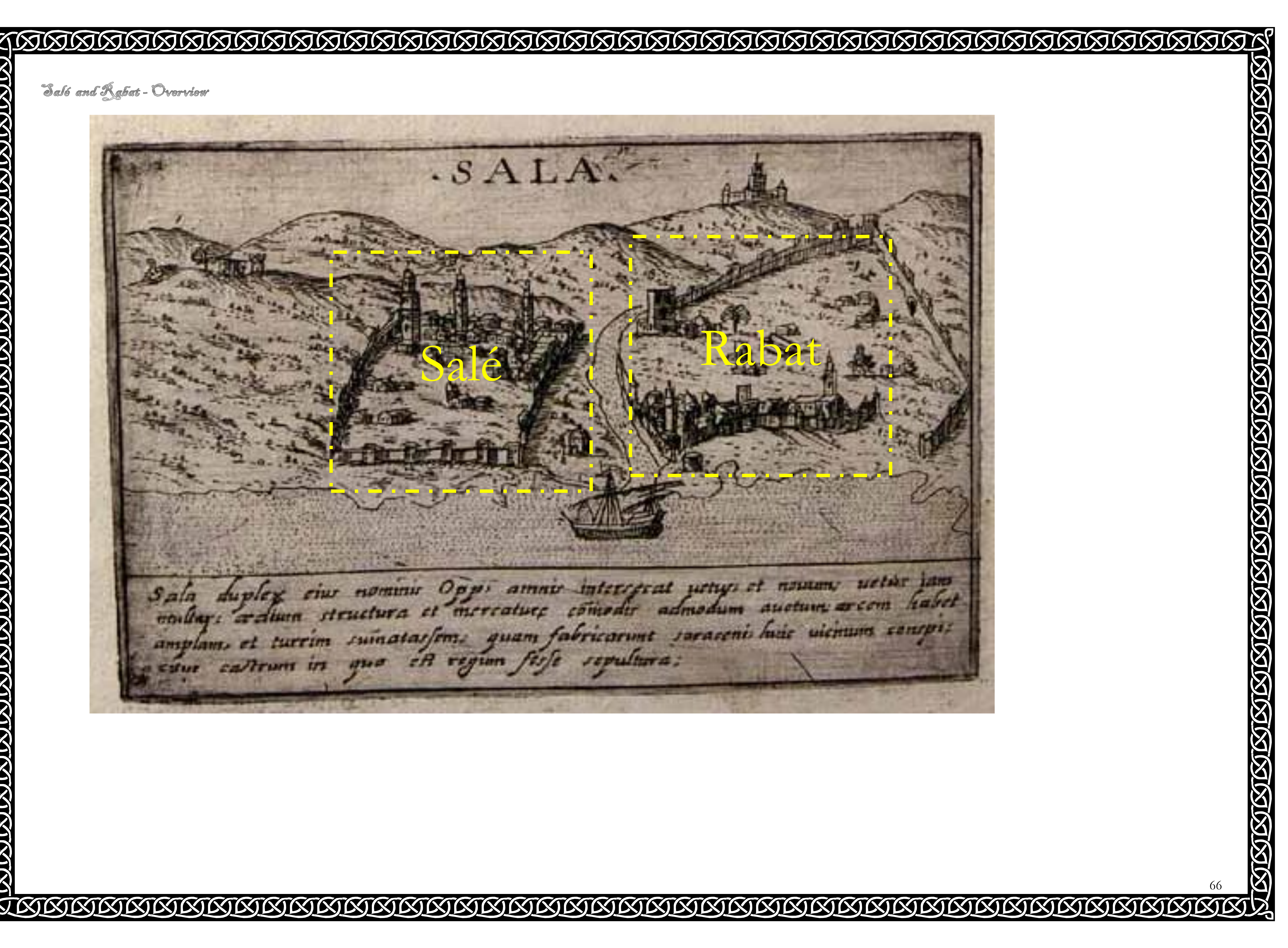
Map B (part of Barrio den San Juan)

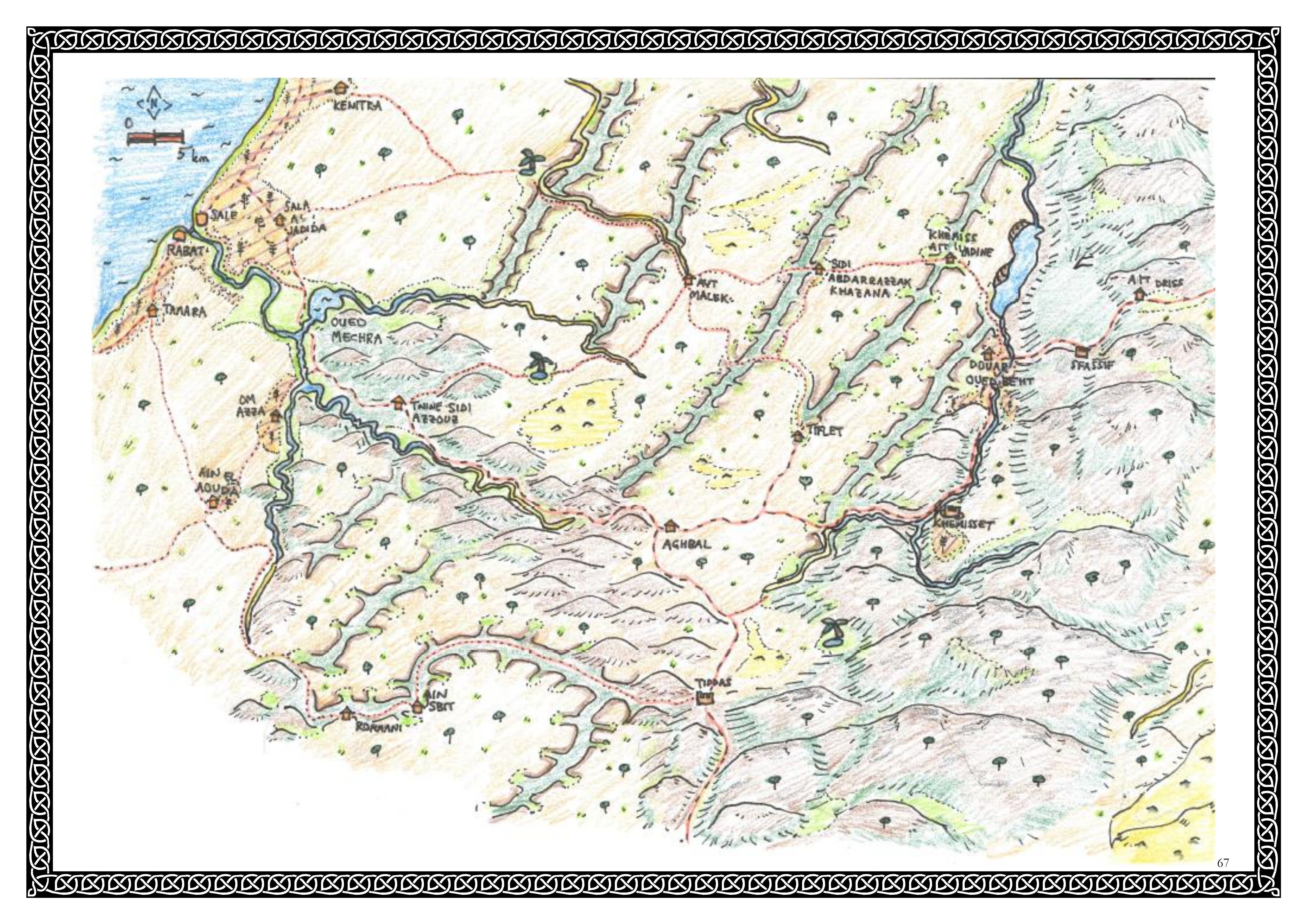


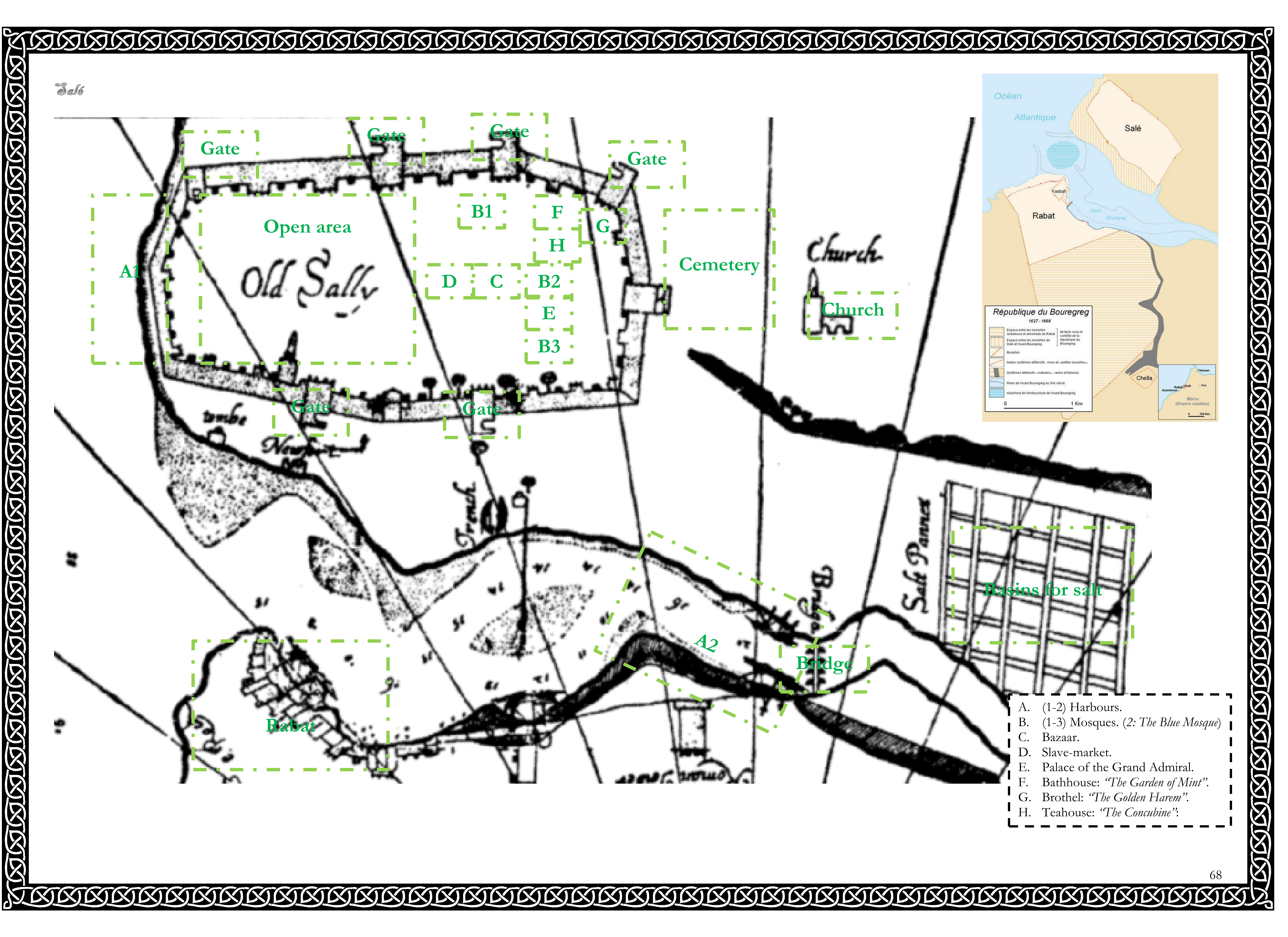


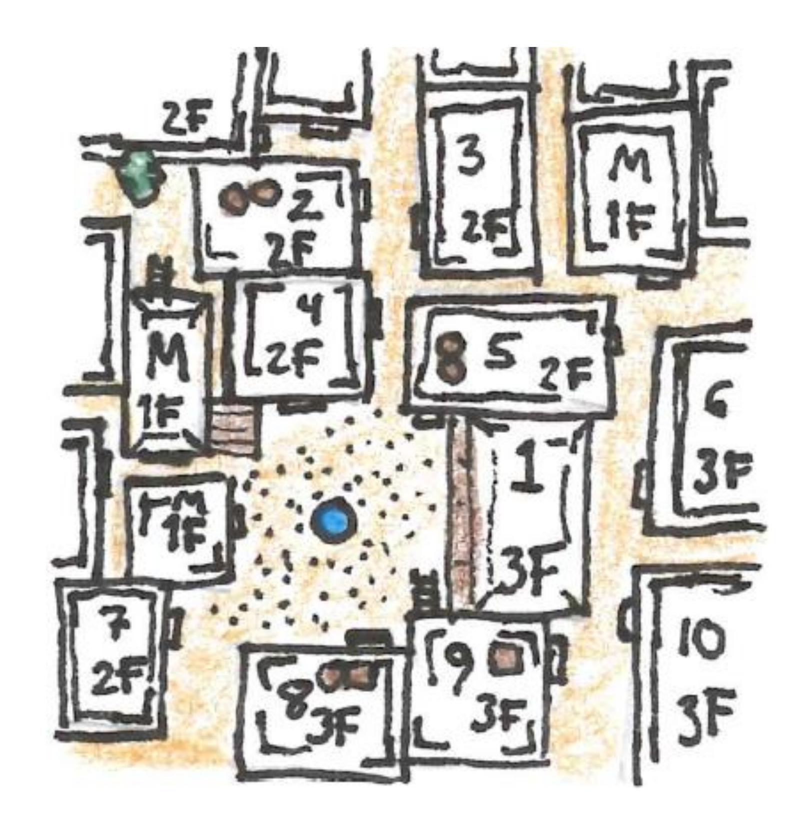
Map C (part of Barrio den San Juan)

Map D (part of Barrio El Pópulo)


SALA
Salé
Rabat
Sala duplex eius nominis Opp: amnis interserat vetus et novum
structura et mercaturę commodis admodum auctum; arcem habet
amplam, et turrim quam fabricarunt saraceni; huic vicinum conspi:
castrum in quo est regum sepultura;


N
0
5 km
KENITRA
SALE
SALA AL JADIDA
RABAT
TAMARA
OUED MECHRA
OM AZZA
AIN EL AOUDA
TNINE SIDI AZZOUZ
AIT MALEK
SIDI ABDARRAZZAK KHAZANA
KHEMISS AIT YADINE
AIT DRISS
DOUAR OUED BEHT
SFASSIF
TIFLET
KHEMISSET
AGHBAL
TIDDAS
AIN SBIT
ROMMANI


Salé
Gate
Gate
Gate
Gate
Open area
B1
F
G
H
A1
Old Sally
D
C
B2
E
B3
Cemetery
Church
Church
Gate
Gate
tombe
Trench
Salt Pannes
Basins for salt
A2
Bridge
Bridge
Rabat
Océan
Atlantique
Salé
Kasbah
Rabat
Oued
Bouregreg
République du Bouregreg
1627 - 1668
Chella
1 Km
A. (1-2) Harbours.
B. (1-3) Mosques. (2: *The Blue Mosque*)
C. Bazaar.
D. Slave-market.
E. Palace of the Grand Admiral.
F. Bathhouse: *"The Garden of Mint"*.
G. Brothel: *"The Golden Harem"*.
H. Teahouse: *"The Concubine"*.

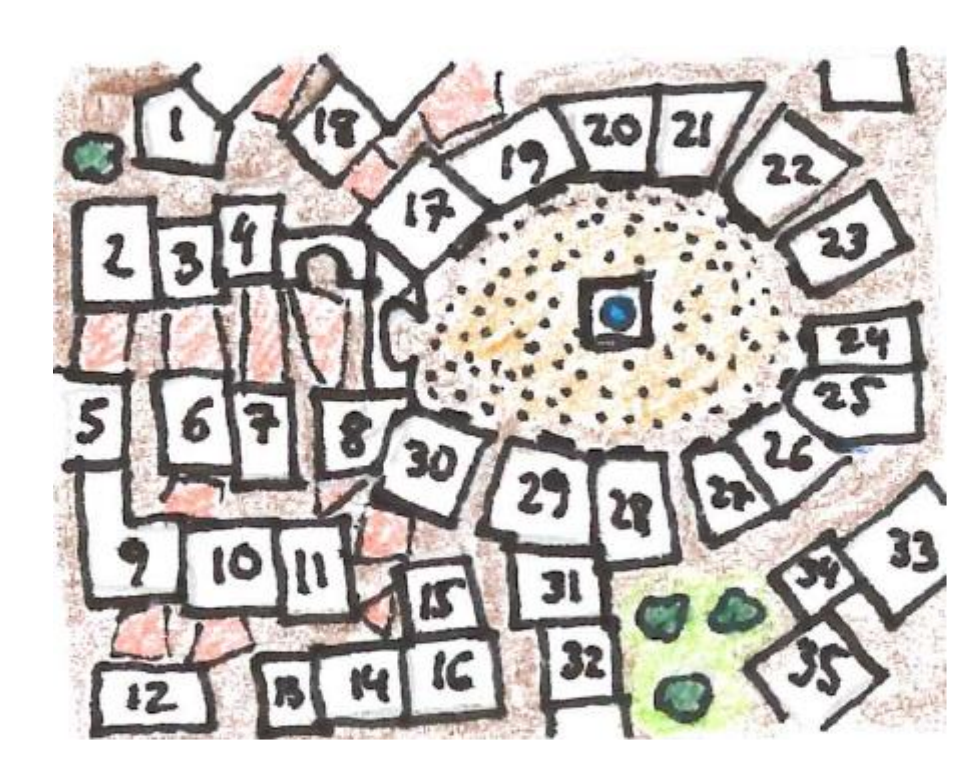


Parts of Salé

To the left
The area around the "The Golden Harem"

Top right
The area around the Blue Mosque (12) and "The Concubine" (1)

Below right
The Bazaar



Overview of houses in Cadiz and Salé

In Swedish

A1	Magasin	**A41**	Bostad
A2	Magasin	**A42**	Bostad
A3	Krog	**A43**	Hantverkare - fiskeriut.
A4	Krog	**A44**	Hantverkare - rel. ting
A5	Krog	**A45**	Hantverkare - möbler
A6	Lots	**A46**	Hantverkare - Stenh.
A7	Krog	**A47**	Hantverkare - Redskap
A8	Krog	**A48**	Hantverkare - Sadlar
A9	Krog	**A49**	Hantverkare - Krukor
A10	Spelhus	**A50**	Hantverkare - Papper
A11	Astrolog	**A51**	Bostad (lyx)
A12	Bostad	**A52**	Djurh. - Fågel/hund
A13	Krog	**A53**	Spåman
A14	Bordell	**A54**	Bostad (lyx)
A15	Flottans HK	**A55**	Bostad
A16	Bordell	**A56**	Bostad
A17	Bostad	**A57**	Bostad
A18	Krog	**A58**	Bostad
A19	Bordell	**A59**	Bostad
A20	Stall	**A60**	Bostad
A21	Bostad	**A61**	Handelshus
A22	Krog	**A62**	Kryddhandlare
A23	Spelhus	**A63**	Vinhandlare
A24	Bordell	**A64**	Parfymeri
A25	Apotek	**A65**	Handelshus
A26	Bostad	**A66**	Tobakshandlare
A27	Korg	**A67**	Juvelerare
A28	Apotek	**A68**	Bostad/Magasin
A29	Franciskaner konvent	**A69**	Bostad
A30	Bordell	**A70**	Bostad
A31	Spelhus	**A71**	Bostad
A32	Fiskhandlare	**A72**	Bagare
A33	Krog	**A73**	Blomsterhandlare
A34	Bostad	**A74**	Värdshus
A35	Krog	**A75**	Magasin
A36	Lots	**A76**	Bostad
A37	Värdshus	**A77**	Bostad
A38	Bostad	**A78**	Bostad
A39	Bostad	**A79**	Advokat
A40	Bostad		

B1	Bostad	**B46**	Advokat	**B91**	Bostad
B2	Apotek	**B47**	Bostad	**B92**	Bostad
B3	Spelhus	**B48**	Bostad	**B93**	Vinhandlare
B4	Bostad	**B49**	Bostad	**B94**	Bostad
B5	Bostad	**B50**	Bostad	**B95**	Bostad
B6	Handelshus	**B51**	Värdshus	**B96**	Krog
B7	Kryddhandlare	**B52**	Bostad	**B97**	Slaktare
B8	Konvent	**B53**	Grönsakshandlare	**B98**	Handelshus
B9	Bostad	**B54**	Krog	**B99**	Bostad
B10	Spelhus	**B55**	Bostad	**B100**	Bostad
B11	Spelhus	**B56**	Skomakare	**B101**	Medicinare
B12	Kryddhandlare	**B57**	Bostad	**B102**	Handelshus
B13	Handelshus	**B58**	Handelsbod	**B103**	Bostad
B14	Bostad	**B59**	Klädaffär	**B104**	Medicinare
B15	Konditori	**B60**	Bostad	**B105**	Bostad
B16	Apotek	**B61**	Krog	**B106**	Bostad
B17	Bostad	**B62**	Krog	**B107**	Juvelerare
B18	Apotek	**B63**	Krog	**B108**	Spelhus
B19	Krog	**B64**	Ruin	**B109**	Spelhus
B20	Bostad	**B65**	Handelsbod	**B110**	Spelhus
B21	Handelshus	**B66**	Konditori	**B111**	Guldsmed

B22	Bostad	**B67**	Ölbryggeri/Krog	**B112**	Silversmed
B23	Bagare	**B68**	Värdshus	**B113**	Juvelerare
B24	Hantverk. - Vagnar	**B69**	Barberare	**B114**	Krog
B25	Grönsakshandlare	**B70**	Bostad	**B115**	Krog
B26	Bagare	**B71**	Barberare	**B116**	Handelshus
B27	Handelshus	**B72**	Krog	**B117**	Bostad
B28	Bostad	**B73**	Krog	**B118**	Handelshus
B29	Grönsakshandlare	**B74**	Spåman	**B119**	Skrädderi
B30	Advokat	**B75**	Värdshus	**B120**	Bank
B31	Bank	**B76**	Krog	**B121**	Vapensmed - värjor
B32	Krog	**B77**	Värdshus	**B122**	Bank
B33	Krog	**B78**	Bostad	**B123**	Spelhus
B34	Bostad	**B79**	Bostad	**B124**	Vapensmed - skjut.
B35	Krog	**B80**	Bagare	**B125**	Bostad
B36	Bagare	**B81**	Bordell	**B126**	Handelsbod
B37	Bostad	**B82**	Tobakshandlare	**B127**	Handelsbod
B38	Bostad	**B83**	Bordell	**B128**	Svärdsmästare
B39	Bostad	**B84**	Vinhandlare	**B129**	Skrädderi
B40	Bank	**B85**	Bostad	**B130**	Bostad
B41	Bank	**B86**	Bostad		
B42	Advokat	**B87**	Bostad		
B43	Värdshus	**B88**	Tobakshandlare		
B44	Värdshus	**B89**	Bostad		
B45	Bostad	**B90**	Bostad		
C1	Värdshus	**C11**	Bostad		
C2	Krog	**C12**	Bostad		
C3	Bostad	**C13**	Bostad		
C4	Spelhus	**C14**	Skrädderi		
C5	Krog	**C15**	Bostad		
C6	Krog	**C16**	Bostad		
C7	Bostad	**C17**	Bostad		
C8	Bostad	**C18**	Bostad		
C9	Krog				
C10	Bostad				

D1	Krog	**D13**	Magasin
D2	Bostad	**D14**	Krog
D3	Krog	**D15**	Bostad
D4	Bostad	**D16**	Hjulmakare
D5	Bostad	**D17**	Bostad
D6	Bostad	**D18**	Bordell
D7	Bostad (lyx)	**D19**	Krog
D8	Krog	**D20**	Medicinare
D9	Bostad	**D21**	Bostad
D10	Bostad	**D22**	Bostad
D11	Hjulmakare	**D23**	Väveri
D12	Bostad	**D24**	Bostad